

FREE INSIDE!
Perfect Dark & Pokemon flip poster!

ZELDA GAIDEN!
FIND OUT HOW IT PLAYS!



MAGAZINE

YOUR FIRST LOOK AT...

Zelda Gaiden p30

Kirby 64 p8

Mother 3 p6

Super Mario Adventure p10

WORLD'S FIRST REVIEW!

JET FORCE GEMINI

See Rare's stunner inside!

PLUS! Latest news and pics on:
MARIO PARTY 2 ● CUSTOM ROBO
WINBACK ● KNOCKOUT KINGS

LOOK! HOT FROM JAPAN!
NINTENDO'S ALL-NEW N64 GAMES!
played at SPACEWORLD 99



planet GAME BOY p35
The original and best Game Boy mag inside!



NOVEMBER 1999 £2.95
Future Your Guarantee Of Value
9 771367 595003

ISSUE 34

**PEDEST
KISS YOURS**

© 1999 SCI (Sales Curve Interactive) Ltd. All rights reserved. SCI is a trademark of SCI (Sales Curve Interactive) Ltd. Camagelodon is a registered trademark of SCI (Sales Curve Interactive) Ltd. E.A.G.O.





SCI™

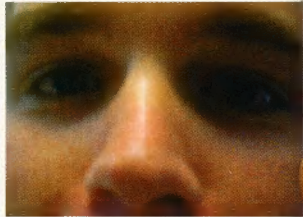
RIANS.
GOODBYE.

PUTS THE CAR INTO **CARNAGE.**



CONTENTS

Issue 34, November 1999



Lost in space...

Hey! Over here! Here I am... Ah, hello. Phew. Thought I'd lost you for a moment, there. Been shoved over here, as you can see. Tsk. These people.

Anyway, enough of that and more of this: in the world of N64 it's been a rip-roaringly exciting month. First off, we travelled over to Japan to see Spaceworld, Nintendo's yearly games showcase, and had a play on – amazingly – *Zelda Gaiden*, *Mario Adventure*, *Mother 3* and *Kirby 64*. Then, Rare phoned us and asked whether we'd be interested in showing the world *Jet Force Gemini*? Interested! The first review of their stunning space blaster starts on page 50.

By the way, look out for the Spaceworld logo below to see which games we played in Japan! Have a great month!

Tim Weaver
Editor



Next issue on sale
Wednesday 3rd November
To find out why it's going to be fantastic jump to **p128**

Look out for this little chap on N64's covers every month to know that you're buying the biggest and best Nintendo magazine there is.



PLANET 64

Starts on page **12**

12 NEWSDESK

News on the new Game Boy, your chance to talk to Shigsy, and a load of great tat.



18 COMING SOON

Our Spaceworld special kicks off with the first ever shots of *Custom Robo*, news on the *Bomberman* sequel and loads more...

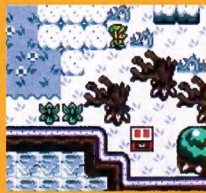


REGULARS

- 28 INFORMATION STATION**
Your most wanted – and charts!
- 91 N64 SHOPPER**
Get those import games here...
- 128 N64 MAGAZINE ISSUE 35**
What to expect in 30 days time.
- 130 WISH YOU WERE HERE...**
Martin comes over all glazy-eyed.

planet GAME BOY

The results are in! See who won the Design-a-GB comp!



UK N64 ARENA

UK releases, reviewed, rated... and completed!

Starts on page **48**

JET FORCE GEMINI

Rare hit form once again with this beauty of a shooty!



58 MARIO GOLF

Mazza's sporting conquest hits the UK – and it's flippin' ace! Read on...

62 IN-FISHERMAN BASS HUNTER

liiiiiit's fishing! Bass fishing more accurately... and, actually, it's not bad.

64 MAGICAL TETRIS CHALLENGE

Capcom arrive on the N64 with an all-new *Tetris* game. So, any good?

IMPORT ARENA

The latest Japanese and American games

Starts on page **66**

66 F-CUP MANIAX

68 NEON GENESIS EVANGELION

70 OGRE BATTLE 3



N64 FUTURE

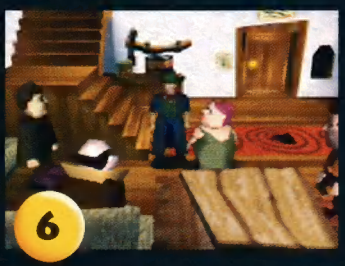
LOOK

Your first look at the **BIG** new N64 games!

Starts on page **6**

MOTHER 3

New screenshots and info on this mighty RPG!



6

KIRBY 64

Ace! The Kirbster returns in Nintendo's new platformer!



8

SUPER MARIO ADVENTURE

Exclusive new shots!



10

N64 Club 64

The ultimate reader service.

Starts on page **75**

HOW TO... triumph in World Driver Championship

play like Michael Owen in **WLS 2000**



82

88

SPECIAL INVESTIGATION

It's real! The sequel to *Zelda* is in development - and we've played it!

ZELDA GAIDEN



30

Club 64 MAILBOX

We answer your most pressing Q's... **76**

TIPS EXTRA

Stacks of new tips and cheats for the best games! **92**

DR KITTS' GAME CLINIC

Kitty deals it out tips-style in the surgery. **97**

NINTENDO HOTLINE

The Big N chip in with some *Quake II* tips! **98**

GAME ON

Eight challenges to test the mettle of the best gamers! **100**

I'M THE BEST

New leagues, old leagues, same old tricky challenge... **102**

NEW! SKILL CLUB 64

Platinum - it's hard, it's rock hard. **106**

CONTACT

Meet and greet, greet and, er, schmeet. And all that. **110**

DIRECTORY

Every N64 game ever reviewed and rated! **112**

BACK ISSUES & SUBSCRIPTIONS

Missed an issue? You bet you have(n't)*. Get it here! **122**

* Delete as applicable

Spaceworld '99

N64 jets off to Japan to attend Nintendo's annual games show. *Zelda Gaiden*, anyone? **44**

Is Shadowman for real?

We ask the FBI how they'd catch those ultra-nasty serial killers... **124**

Flip to page **130** for a full index of this month's contents! **GO!**



N64
MAGAZINE

FUTURE LOOK

Your first look at the **BIG** new N64 games!

this month

MOTHER 3

New shots of Nintendo's much-delayed RPG.

6

KIRBY 64

First play of Nintendo's new platformer.

8

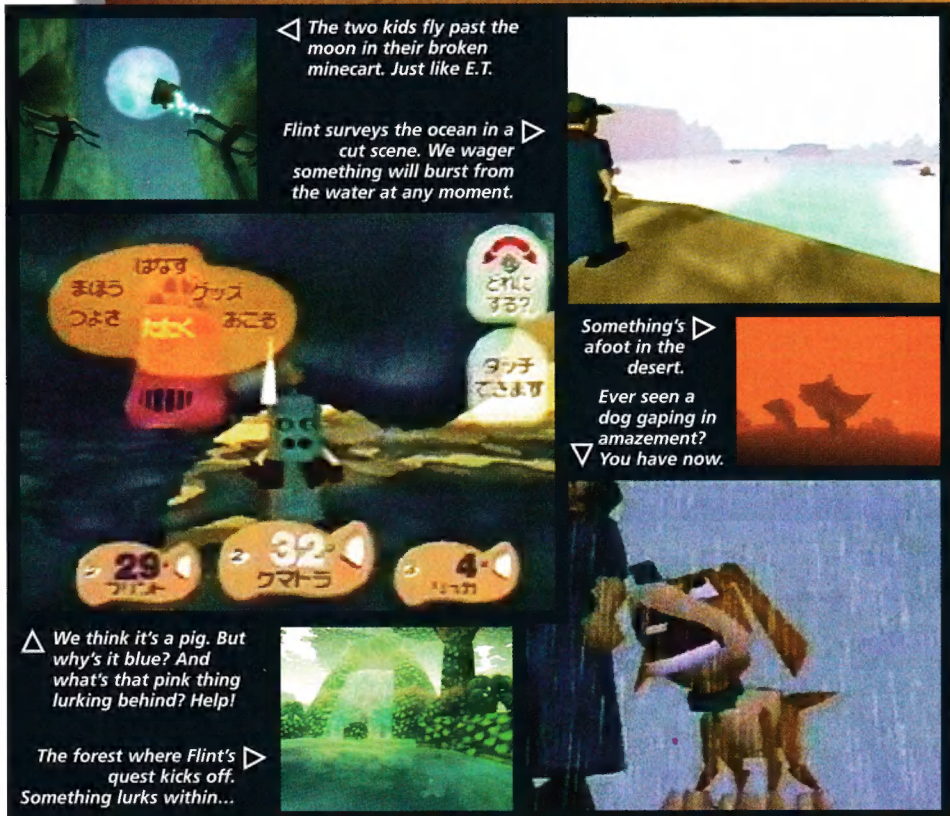
SUPER MARIO ADVENTURE

Mario returns! Find out how it plays.

10

WANT MORE NEW GAMES?

Check out the **Coming Soon** section of *Planet 64* on page 18!



◀ The two kids fly past the moon in their broken minecart. Just like E.T.

Flint surveys the ocean in a cut scene. We wager something will burst from the water at any moment. ▶

Something's afoot in the desert. ▶

Ever seen a dog gaping in amazement? ▼ You have now.

△ We think it's a pig. But why's it blue? And what's that pink thing lurking behind? Help!

The forest where Flint's quest kicks off. Something lurks within... ▶

MOT

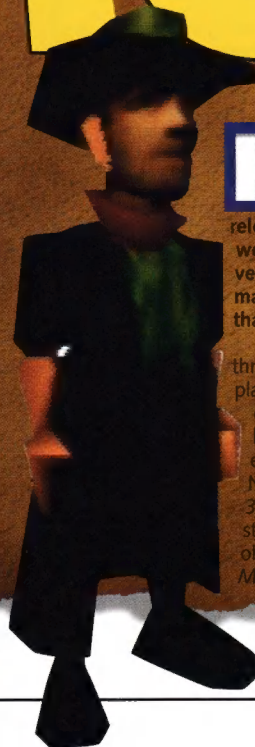
INFO BURST

MOTHER 3	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

TBA	TBA	May

ANTICIPATION RATING



It's hard to believe just how long *Mother 3* has been in development. We first previewed it back in our very first issue, at which point we optimistically predicted a release date of late 1997. Over three years later, we're still waiting – but a cursory glance at the version of the RPG shown at Spaceworld has made us more impatient to get our hands on it than ever.

Mother 3 is a role-playing game through and through. Forget *Zelda*'s genre-busting mix of platforming, fighting and role-playing – this HAL-developed game focuses on wandering between villages, chatting to locals, and engaging in strategic, turn-based combat. Naturally, it's all presented in 3D – and *Mother 3*'s chunky, colourful visuals are superb – but the style of play is pleasingly old-fashioned. If you're old enough to remember the original SNES *Mother* games, you'll feel right at home.



△ The guitarist at the Pig Dance. 'Funky'.



△ The Pork Bean hovercraft in action. Insane developers ahoj.



△ Some of the conversations offer you a choice of replies. If only real life was so easy.

▽ Never trust a lady who dyes her hair purple and wears her dress backwards.

More from the Pig Dance band. The group's called DC-MC. A-ha. Ha. Hmm.



▽ Klaus and Lucca 'do' Indiana Jones. It's illegal for an N64 game not to have a mine cart ride.

▽ The family grabs onto a fleeing spaceship. They've forgotten the dog, though.



HEREB mum's the word

Although the final game promises at least ten different characters to control, the levels we played at the show all starred a cowboy named Flint, his two children (Klaus and Lucca) and the now-obligatory faithful canine sidekick, Boney.

hovercraft in the shape of, appropriately enough, a bean.

Combat in *Mother 3* shies away from the real-time antics of *Zelda* in favour of *Hybrid Heaven*-style traditional menu-based combat.

There's the opportunity to use a wide variety of magical attacks on your unlucky opponents – although, as the Spaceworld booklet warns, "you must be careful, for if you use too much, your head will overheat!" – and with every section of the game completed, another character joins your ever-growing party of fighters. The only fly in the ointment of this 50%-complete version is the hugely simplified combat graphics – but at least they help to bring the best out of the deliberately out-of-proportion enemies, who range from pig soldiers to writhing green snakes.

We're still not quite sure exactly what *Mother 3's* about – cut scenes tell of giant rideable dragons, mine cart rides and discos filled with jiving pigs – but if the final story ends up even half as involving as the section we played, we're in for an absolute treat.



VISUALS

Cut scenes tell of giant rideable dragons, mine cart rides and discos filled with jiving pigs.

The first part of the game kicks off with Flint investigating a mysterious object that's landed in the woods near his home, and then follows him through neighbouring villages, desert canyons and eerily-lit dungeons. The map is gigantic, which allows *Mother 3* its first burst of nonsensical humour – Flint can get around faster by climbing aboard his 'Pork Bean', a

It's anything *but* traditional, though – psychedelic oceans of colour ripple in the sky, and you can pull off stronger attacks by timing your menu selections to coincide with the beat of the background music. If that's all too weird, you can choose to avoid combat entirely by manoeuvring around the enemy characters – no tedious, unavoidable random battles here.

TO BE CONTINUED...

Expect more on *Mother 3* as its Japanese release date draws closer.



This spiky attack proves fatal for most of Kirby's enemies.

▽ He's only happy when he's eating.

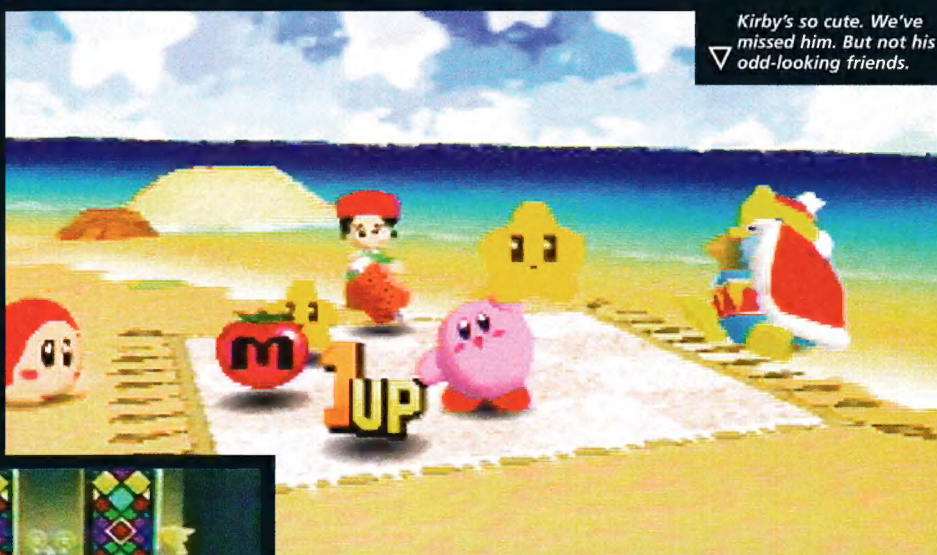


△ Yes, it's a fridge. One of Kirby's less useful attacks by the look of things.

◁ Careful here - jets of water rock this bridge.

KIRBY'S DREAMLAND

pretty in pink



▽ Kirby's so cute. We've missed him. But not his odd-looking friends.

INFO BURST

KIRBY'S DREAMLAND 64

FROM: *Nintendo*

CART SIZE: *128Mbit*

HOW MANY PLAYERS: *1*

MEMORY PAK: *No*

EXPANSION PAK: *No*

RUMBLE PAK: *Yes*

GB PAK: *No*

WHEN'S IT OUT?

USA: *TBA* UK: *TBA* JPN: *March*

ANTICIPATION RATING



△ The icons to the lower-right show that Kirby's got two attacks at his disposal.



◁ "I ain't come here to pray," says Kirby. "I've come to kick your ass." Possibly.

About to morph into a slab of granite and squash that poor chap flat.



Three months ago, we previewed *Kirby 64*. It wasn't the world's biggest preview, for the simple reason that we'd got our hands on four screenshots, and absolutely nothing else. In fact, at the time, Nintendo refused to confirm that the game even existed. So three cheers for Spaceworld, where

VISUALS ● *We guided the Kirbster through lush forests with fallen logs and past stained glass church windows with coloured light streaming in.*

Nintendo not only admitted that *Kirby 64* is in development, but also spilt a whole saucepanful of beans about it.

As we suspected, *Kirby 64* is a platformer in '2-and-a-half-D'. This means that while our favourite fluffy pink marshmallow is restricted to only moving left and right, the path he takes meanders in and out of the screen in a 3D-ish kind of way. It's a clever way of maintaining the simple pleasures of two-dimensional running and jumping and

bringing the graphics bang up to date, and while it doesn't always work – see Konami's *Mystical Ninja 2* for further details – a few moments with *Kirby 64* is enough to prove that Nintendo have lost none of their 2D platforming expertise.

The visuals, for one thing, are fantastic. Think a cleaner, more colourful *Yoshi's Story*, with crisp 3D backgrounds and scenery. We guided the Kirbster through lush forests with fallen logs scattered on the ground, past stained glass church windows with multi-coloured light streaming in, and over wooden platforms jiggling atop gushing fountains. The sense of depth in the backgrounds is astonishing – if Kirby leaps over a river, chances are you'll be able to see it stretch for miles into the distance, and it's not uncommon for mountain-sized buildings to slowly scroll past in the distance.

Kirby himself isn't quite as nice to look at – he's just a pink ball after all – but he more than makes

up for it with a set of moves that would shame Mario. Just like in his old SNES days – and in *Smash Bros* – the pink ball can suck up his enemies and adopt their abilities, which range from the useful (morphing into a spiked ball or breathing fire) to the bizarre (turning into a fridge). It's possible to mix two different abilities to create new ones, and combine the new moves with weapon pick-ups for an even greater range of Kirby-style takedowns.

This being a Nintendo game, the controls are nothing short of perfect. The scores of different moves that Kirby has at his disposal are all activated via the same button, and it's surprisingly easy to simultaneously run, jump and Hoover up an enemy, then switch to the new ability and clobber the next bad guy. Even when the camera unexpectedly switches to an isometric perspective, or the structure of the level requires Kirby to move up and down rather than left and right, there's never the danger of your fingers knotting.

So, that's one more nail in the coffin of the old 2D Platforming Is Dead! claim, and another brilliant Nintendo character all set to make a glorious return. Welcome back, Kirbs.

AND 64



△ It's like a better-looking *Yoshi's Story*, without the singing.

△ Kirby can hoist the bad guys over his head and chuck them to their deaths.



Although you can't travel into the screen as such, the levels are in 3D.

TO BE CONTINUED... We'll fill you in with more Kirbster-related info as we get it.

It's Yoshi's Village - but whatever happened to Yoshi's Island?

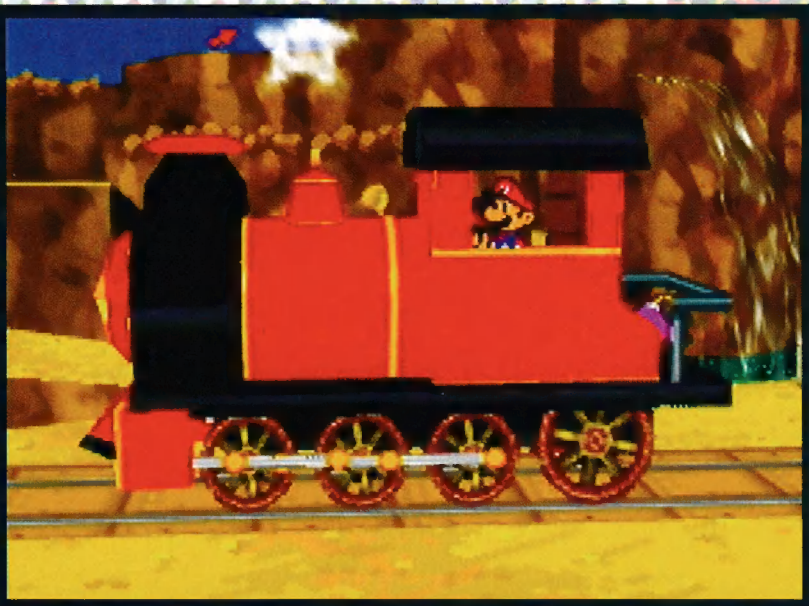


Mario tends to use this mallet rather a lot. Koopa doesn't look impressed.



The lovely Peach searches the library for hidden stars. Look at the mess she's made. Tsk!

It's the train from Mario Kart's Kalamari Desert, with Mario himself in the driver's seat. Great fun.



SUPER MARIO ADVENTURE

INFO BURST

SUPER MARIO ADVENTURE

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

TBA	TBA	Jan

ANTICIPATION RATING



△ The mix of 2D characters and 3D backgrounds is surprisingly effective.

Koopa and Goomba have signed a temporary truce with Mario for this game.



See - Mario just loves using that hammer. This is an analogue-twiddling sub-game, as shown by the stick icon on the left.



It's hardly surprising that Nintendo decided not to stick with *Super Mario Adventure's* original Japanese title. "*Super Mario RPG 2*" would be a stark reminder of the kick in the teeth that SNES owners received back in 1994, when Nintendo decided that Europe could probably do without a release of the original *Super Mario RPG*.

Thankfully, Nintendo have woken up to their European fans since those dark days, and this sequel looks almost certain – touch wood – to arrive on these shores next year. After playing a

Adventure's scraps feel more like sub-games than tedious stats-based match-ups – although the need to select appropriate moves for your enemy means that tacticians are still amply catered for.

It does look odd, though. *Super Mario Adventure* mixes cartoony, detailed 3D environments with flat, colourful characters. And we mean flat – when Mario and co turn to face from left to right, they literally flip over like a piece of paper. We've never seen anything quite like it, but surprisingly it works brilliantly – it's a joy to behold a cardboard Mario waving from the

VISUALS

We've never seen anything like it, but it works brilliantly – it's a joy to behold a cardboard Mario waving from the window of a fully-polygonal train...

50%-complete version of the game at this year's Spaceworld show, we're happy to report that there's plenty to look forward to. *Super Mario Adventure* might look a little bit odd, but it's shaping up to be an experience as essential as the rest of Nintendo's killer line-up.

Strictly speaking, *Super Mario Adventure* is aimed at younger N64 owners. While it features everything you'd expect from an RPG, it's all heavily simplified – puzzles are sign-posted, combat is never likely to kill you, and progress is defiantly linear. Happily, the game still has plenty to offer to adults, not least the appearance of an entire cast of *Mario* regulars. Some are friendly – Mario can literally pull Koopa, Goomba and Bob-Omb from his pockets when he requires their individual abilities and attacks – but most are wandering aimlessly around each level, looking for a fight.

Combat begins the moment Mario bumps into one of these bad guys. Although fighting is turn-based and menu-driven, each attack's effectiveness is determined by your agility on the joy pad. One of Koopa's moves, for example, needs frantic tapping of A to fill an on-screen strength meter, while Mario's shell-kicking attack relies on two accurate pushes on the analogue. Thanks to this, Mario

window of a fully-polygonal train, or the entire front face of a house falling away as a paper-thin Koopa trots inside.

Super Mario Adventure is packed with brilliant set-pieces – we stumbled across a village full of Yoshis, rode a giant whale across the ocean, and watched Kamek and Peach cower as Bowser went mad – unfortunately the abundance of Japanese text in the version we played at Spaceworld meant we struggled to understand the nuances of the plot. Here's praying that we get an English-language version of the game this time around...



- △ We thought Bowser might creep up, but we're surprised to see Kamek in an N64 game.
- ▽ The items and characters are pleasingly 'retro', in the style of the old NES/SNES Mario games.

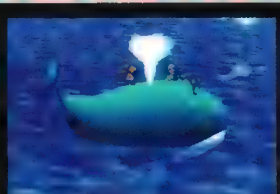


- △ The item screen – simplified for the benefit of the kids.
- ▽ Mario Adventure's designed with kids in mind, but it's still a whole world of fun for grown-ups.



- ▽ Uncomfortable mallet-goomba collision about to occur.

FUTURE ace adventura



- △ This is 110% for some kind of 'whale of a time' joke.
- ▽ All aboard the Kalamari train – glad to see they're leaving Toad behind.

One of Mario Adventure's many sub-games. Here, you're playing cards against a Goomba.



TO BE CONTINUED... More news on Mario's latest adventure as we get it...

The hottest news and the best new game previews!

QUICK JUMP TO

▶ RETROWORLD p16

NEW GOODS p15

N64 QUIZ p14

PREVIEWS p18

New Game Boy revealed!

It's a super-console in a handheld!

Remember N64/30's Planet Game Boy, in which we offered a few guesses about what the next generation Game Boy would be like? Namely that it would be a portable SNES.

Well now the technical specs of the machine have been officially released, and it seems like the new handheld, codenamed Game Boy Advance, is going to be something beyond our wildest dreams. It's a full 32-bit machine, with a larger version of the Game Boy Color's screen capable of displaying 65,000 colours simultaneously – the same number you'll find in the N64's best games.

At the heart of the GB Advance is an as-yet-unnamed RISC processor developed by a Cambridge-based firm, Advanced RISC Machines. If the name

sounds familiar, it's because ARM started out life as an offshoot of Acorn, the company responsible for the BBC Micro and the Archimedes. These days, you'll find their processors in mobile phones and printers, and this is their first full venture into the games market since the home version of the Archimedes, a decade ago.

With a powerful 32-bit engine, the GB Advance will be capable of 3D graphics in one form or another. Don't expect anything like the N64's performance, since the machine isn't expected to have a separate 3D processor, but it will make the current 8-bit GBs look rather tame.

It's due out next August in Japan (December here), and a new version of the Game Boy camera will be amongst the first pieces of software to be released. With full colour capabilities, not only will you be able to upload your hi-res face into future Dolphin games, you'll also be able to use it as an Internet video conferencing system, thanks to software developed in a joint venture between Nintendo and Konami, called Mobile 21.

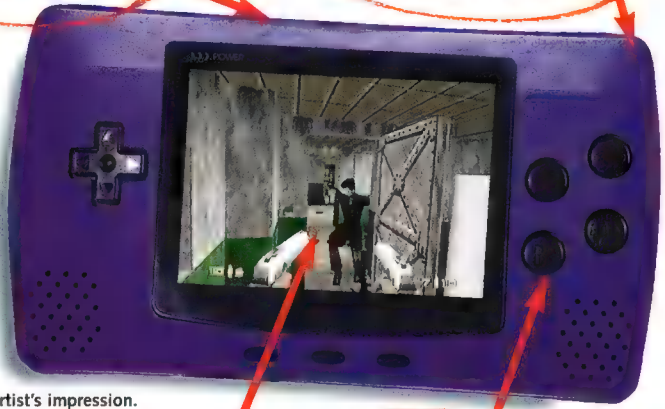
One of the most interesting features will be the GB Advance's ability to be used directly in conjunction with Dolphin games, possibly as a

CONNECTIONS

High-speed link port and Dolphin socket.

SHOULDER BUTTONS

Highly likely, since Shigsy loves them. Great for Mario Kart...



Artist's impression.

BIGGER SCREEN

Widescreen format, 65,000 colours!

MORE CONTROLS

A SNES-style four-button arrangement?

controller and a second, private screen for each player. You'll be able to choose secret options on the GB Advance screen in a strategy game, for example, or use it to display moves lists, tactics, radars, or just about anything that the world's best games designers can come up with.

The new machine will be the same size as the GB Color, except rotated

through 90° to give a more comfortable playing position. This also allows for the new 16:9 widescreen display and offers the possibility of shoulder buttons and triggers as well as more buttons on the front. Fingers crossed for next year then – any delay to Dolphin is likely to mean a delay for GB Advance too. Still, we've got every confidence.



△ One day, this will become a super console...



SHORT CUTS



PERFECT SLIP!
Just as we were polishing off the last pages of this month's mag, the news we all hoped wouldn't come true came, er, true. *Perfect Dark*, Rare's awesome follow-up to *GoldenEye*, has slipped again, this time to April. The date, deemed "definite" by Nintendo of America, means Rare can put more of a Christmas emphasis on *Jet Force Gemini* and, most of all, *Donkey Kong 64*. Disappointing news, then, but a blockbusting Easter is guaranteed.

GAME OF THE YEAR
At the end of August, the fourth 'Game of the Year' ceremony took place in Tokyo, and Nintendo came away with a clutch of awards. The Fresh Prize (awarded to the most original game) went to *Pikachu Genki Dechu*, the voice-recognition Pokémon game that we reviewed on import back in N64/25, while *Zelda* won the



Visual Prize jointly with *Final Fantasy VIII* on the PlayStation. Sadly, *Zelda* just missed on the Game Of The Year award, coming second to *Final Fantasy VIII*.

GAME BOY DOWNLOAD PLAN
Japanese Game Boy owners can now download N64 games from their local grocery. Gamers can buy a blank cart for around £15, then store up to seven games on it, at £5-10 a pop. There are 21 games included in the scheme already – including *Zelda DX* and *Donkey Kong Land* – with more to follow. You know the drill – there are no plans to bring this scheme over to the UK.

Show and Tell

London's ECTS games show holds few surprises...

After the monstrous E3 games show in Los Angeles in May, where such long-awaited classics as *Perfect Dark*, *Donkey Kong*, *Jet Force* and *Resident Evil 2* were unveiled (as well as some surprise debuts including *Eternal Darkness* and *Riqa*), and then the Japanese mayhem of this month's extraordinarily fun-packed Spaceworld, Europe's equivalent, ECTS – a three day exhibition on the first weekend in September – proved a bit disappointing.



△ The Nintendo stand was vast, taking up most of the main hall. Giant Pikas were a common sight.

Apart from *Castlevania 2* and *Turok: Rage Wars*, there was nothing that hadn't been on show previously in LA; indeed, the versions of *Perfect Dark* and *Donkey Kong* were actually the same as those on show in May. Disappointingly, there was also no sign of *Eternal Darkness*, *Riqa* or *Zelda Gaiden*, the latter of which had only been wowing Japanese audiences a week before. N64 were fortunate to catch up with it



behind closed doors, though. Nevertheless, the show *did* have a couple of standout moments, not least the surreal occasion when Tim found himself, er, 'going to toilet' a couple of urinals down from Shigeru Miyamoto. Also of note was Tim and Jes turning round on the *Perfect Dark* stand to find Howard Lincoln, Nintendo of America's biiig President, admiring their gamesplaying skills. Oh, and *Perfect Dark*: definitely as brilliant as ever...



△ Tim and Jes caught up with Howard Lincoln for a quick *Perfect Dark* deathmatch.



N64 Diary

Need to keep up to date with the month's events? Noooooo problem...

DUKE NUKEM ZERO HOUR 8th October The outrageously delayed Duke definitely hits the shelves today. About bleedin' time too.	ANDREA'S BIRTHDAY 21st October The lovely Andrea's 39 today. She has been 39 for the past six years. As if we didn't notice.	JET FORCE GEMINI 29th October Another eternally delayed stunner turns up today in your local EB. Worth the wait, mind.
---	---	---

REMEMBER THE ADDRESS!
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

unlimited fast free

- kick ass games servers
- unlimited e-mail
- unlimited web space
- fastest network on the planet
- no set up charges
- no ongoing subscription charges
- free mp3 music

madasafish

for TRULY unlimited access call 1800 8771171
at 99¢ per month (plus 15¢ per minute for details)

SHADOWMAN MOVIE

Acclaim's *Shadowman* looks set to be turned into a major Hollywood picture – with former rap star Ice Cube in the starring role. Ice, last seen in straight-to-video 'comedy' *I Got the Hook Up* and the unintentionally hilarious *Anaconda*, will be at a cinema near you by the end of next year. There are also rumours of a *Turok* movie, but no news of who'd play the giant-pecced dinosaur hunter – leermaster Jon Voight, maybe?

MANUAL OVERDRIVE

It would seem that Acclaim have done away with the Training mode in *WWF Attitude*. No sooner had Mark given it a thumbs up in *N64/32*, than Iguana-Salt Lake City (breathe) decided there was no need for it, as all the official moves were being put into the manual. Why not just leave it in and cut down the manual? "Um," offered Acclaim. Mark mentioned something about "going mental on their damn A's".

There are more **SHORT CUTS** on page 16



The N64 MAGAZINE

WIN!! £50!!

Quiz

Roll on up for fifty quid's worth of questions...

Ask Shigsy!

Want to ask Miyamoto a question? Now's your chance...

As we all know, Shigeru Miyamoto – aka Shigsy, 'Motes, The Shigster and Shigerooni – is the world's greatest games designer. He's the man who came up with *Donkey Kong*, he's the brains behind

every major Mazza adventure, and he helped make *Zelda 64 The Best Game in the World Ever™*. And now he's ready to sit back and answer your most probing questions.

Yep, every reader now has the chance to ask Nintendo's most prized gaming asset one question. It can be about whatever you want: *Metroid*, *Mazza 2*, the *Dolphin*, *Zelda Gaiden*, *Game Boy Advance*, maybe you just want to ask him what he eats for brekkie or what his favourite film is. Point is, this is *your* chance to talk to a videogaming mastermind. No other magazine gives you the chance to ask your *own* questions – but that's exactly what we're doing. All we ask is that you limit yourself to just the one question. Think hard, think long, scribble it down, then send it into the address below. We'll then ask Shigs the best ones.

Get thinking, and remember – it's just the one question. Once you've come up with a nifty Q, scrawl it across the back of a postcard and send it in to the following address:

Ask Shigsy
N64 Magazine,
30 Monmouth
Street,
Bath,
BA1 2BW

or, alternatively,
e-mail
N64@
futurenet.co.uk,
entitling your
mail, 'Ask
Shigsy'.



Fltsspsppht. Hear that? That's the sound of us flicking through five ten pound notes – the very same notes that we're offering as the prize in this month's quiz.

All you have to do is answer these ten easy questions – the solutions are all hidden somewhere in this month's issue – and *you* could be hearing that fabulous flicking noise in the comfort of your own room. Mmmm.

- 1 "Sharks with frickin' lasers on their heads" – which page?
- 2 Who's Samus Aran?
- 3 What score did we give Black Bass Lure Fishing?
- 4 Link's back, but what's his new game called?
- 5 "Stop screaming Carlo." Who said that in this issue?
- 6 Who's going to go mental on their damn A's?
- 7 In which game should you "make packing the midfield your priority"?
- 8 Enter MOGLIFE in which game for nine lives?
- 9 Who talks about the 'Fatboy List' this month?
- 10 Where would you find Captain Catkit?

HOW TO ENTER Simpler than losing a contact lens on the dance floor. Send the completed form to:
Good Golly Quiz Folly: Novay José, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW

- Rules**
1. The closing date is 7th November
 2. Employees of Future Publishing are not allowed to enter.
 3. The winner will be fished from Paul's locks.
 4. The prize will be fifty pounds.
 5. The only thing you invented, Green, was... fffsffmmnn.

Last month's winner was:

Emma Cousins, Slough

The N64 Quiz My answers are as follows.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Good, no? Oh, and you'll probably be wanting this too...

Name _____ Address _____

Postcode _____

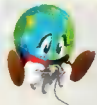
N64/34

NEW GOODS

In association with

Gear4Games
The Official Merchandising Company

Call them on:
01621 877222



DARTH MAUL MASK

Gear 4 Games • £19.99 • 01621 877222

Slip this over your head, and you too can look like everyone's favourite tomato-faced bad dude. It's surprisingly effective, with Mr Maul's jagged face paint and wonky horns recreated in perfect detail, and a pair of disturbing eyes bulging authentically from their sockets. Sadly, despite the air-holes, there's a distinct lack of oxygen inside. This, coupled with the overpowering smell of rubber, creates severe breathing difficulties, making you sound more like Darth Vader than Darth Maul. Still, if you're looking to fatally frighten next door's cat, this is ideal.

80%

STAR WARS EPISODE 1 KEY RINGS

Project K • £2.99 • 0181 508 1328

These Phantom Menace-inspired keyrings aren't quite what we expected – all five characters in the range have tiny bodies and extended heads, a bit like those 'super-deformed' kiddie characters that the Japanese are so fond of. Subsequently, Darth Maul and the gang look surprisingly cute, which helps add to their appeal no end. Sebulba's protruding bonce chafes a little in the pocket area, and Anakin seems to have been seriously putting away the pies since we saw him in the movie, but otherwise, they're perfect.

86%



AUSTIN POWERS ACTION FIGURES

Gear 4 Games • From £11.99 • 01621 877222

We're not big fans of these six-inch-high figurines. Austin and Dr Evil are spectacularly detailed, right down to the

BASHIN' BRAWLER HOGAN

Playmates • £29.99 • 0161 338 2020

Oh, the fun we've had with this. As you punch and kick this two foot-high wrestler, he recognises where you're focusing the hurt, and screams at you for mercy – "Hey! Get off my left arm", "Oh! You're bustin' my nose!", He's incredibly loud, and he's made even more amusing by the way he pronounces 'gut' to make it sound like... well, something rather rude. Once you've heard "Hollywood" shout "I'll be back, Jack!" for the 32nd time, it gets a little tiring, but the 'gut' thing still makes us laugh like drains. Every. Single. Time.

88%



orientation of Mr Powers' disgusting gnashers, but they're disappointingly static – moveable accessories are no substitute for being able to twiddle with their medallions or remove their trousers. Criminally, there's only one phrase of sampled speech per character – and where's Dr Evil's "sharks with frickin' lasers on their heads" diatribe? A missed opportunity.

65%



POKÉMON FLIP CARDS

CA Games • £2.99 • 0141 334 3901

Remember those dinosaur rulers, where the picture changed as you angled them towards the sun? These brilliant

'Premier Edition' Pokémon cards work on the same principle – tilt them one way, then the other, and you can see your favourite Pocket Monster evolving into a new form. The background is designed to match the Pokémon type and there's at least 50 cards to collect. Smart.

85%

POKÉMON BOUNCY BALLS

CA Games • £3.99 • 0141 334 3901

Aside from the cuddly Pocket Monster trapped inside, these are the same ultra-bouncy balls that you can buy down the local newsagents for about £1. Still, the Pokémon

look ever so cute (especially the ever-loveable Pika), and – boy! – do those balls bounce, often high enough to hit the ceiling. We think they're great, although Martin wasn't too fond of seeing the little monsters imprisoned. "Pokémon need to run free!" he cried. How we laughed as he threw the ball to the floor in disgust, only to have it rebound straight back into his face.

88%



WIN!

STAR WARS KEY RINGS



Make your keys love you – slip them onto one of these superb Star Wars Episode 1 keyrings. You could win one of five 'fobs' by answering one simple question:

Which Star Wars character might say, "Bleep-bloop. Blip! Oooo-wee. Bloop!"?

Answers on the back of a postcard to: What? You Can See My Parts? Competition N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW To reach us no later than 7th November.

The first five entries out of the hat win the keyrings. Yes!



AUSTRALIAN POKÉMAN N64

Now this is something special. For \$199, Australian Pokéman fans can get their hands on a limited edition, Pokémon-themed N64. It's blue on the top, yellow on the bottom, covered in stickers and comes with a similarly-designed controller. There's also a free video bundled with the package,

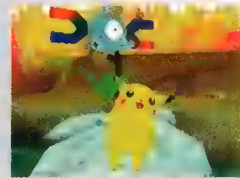
featuring a couple of episodes of the Pokémon TV series. Inevitably, there are no plans to bring this to the UK.



POKÉMAN

This month saw the release in America of the 'Insiders Guide to Pokémon Tournaments' and 'Ultimate Pokémon Trading and Training Strategies', a two-tape strategy guide to the world of all things Poké. The tapes will be presented by Ernie Hudson, second fiddle player to Bill Murray

and Dan Ackroyd in the Ghostbusters films, and "the retarded one" in The Hand that Rocks the Cradle. Commenting on his reasons for turning up, The Emster said, "it's a way for me



and my son to connect... strategising, talking... it's a nice way for us to bond and talk." Presumably, then, a between-TV-

movies pay cheque had nothing to do with it.

RETROWORLD



Jason Moore talks UK table-tops...

Collecting can be difficult, as collectors keep reminding me. Last week, after four hours hunting, the best item I could find was a rain-sodden Grandstand *Munchman* table-top (a simplified version of *Pac Man*).

The most common UK table-tops are Grandstand and Tomy machines, and top of the list has to be *Astro Wars* – a cool looking *Space Invaders*-style game, which is pretty reliable, but rarely found without a scratched screen. In nice condition it's worth around £10. Next up is *Firefox*, a big angular machine with tiny stereo speakers below the screen. The game itself is a 3D *Star Wars* inspired shoot-'em-up, and in good condition, it's worth around £12.

These are the most common, but over 200 LED based machines were released in the UK, and rare machines like Coleco's arcade range can be worth around £50. The most important thing to check is that the battery cover isn't missing, and that the screen isn't scratched. Also look for the original stickers and casing and check the joystick works okay. Battery contacts are also important – if there's any rust you can polish it with some wire wool. However, lots of corrosion may mean you'll have to resort to an external PSU.

If you're buying from a fellow collector, expect to pay £5-15 more for a boxed machine with instructions. Like all collectables, condition is everything, and like classic toys, hopefully their value will mushroom into the next decade.

Jason Moore's Retrogames shop is now open at:

47 Church Road, Hendon, London, NW4 4EB Tel: 0181 203 8868

Your monthly reminder of the games that time forgot.

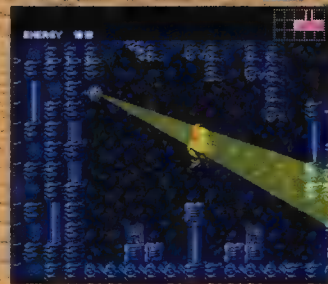
SUPER METROID Nintendo • 1994

It's been a long time since we last saw the young Samus Aran in action, as we pointed out in our 'Missing In Action' feature last month. In fact, it's been too long – re-visiting the SNES's *Super Metroid* this month reminded us

engrossing, movie-like experience.

The level designs were typically Nintendo: in common with everyone's favourite elfin adventurer, Samus earned extra abilities as her adventure progressed, allowing her access to previously unreachable areas. The bio-suited minx could

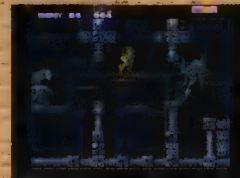
squeeze herself into a tiny ball and roll into underground passages, or use her grappling hook to swing from the ceiling, all the while using her arsenal of missiles and lasers to rip the swarms of flying enemy robots to shreds.



just how much we miss the muscular heroine's unique brand of platforming magic.

At heart, *Super Metroid* was nothing more than a scrolling, platform-based shoot-'em-up. But the wealth of breathtaking set-pieces, ingenious puzzles and impressive visuals took it beyond the usual uninspiring scrolling 2D fare. From the very first level, where Samus explored an abandoned spaceship with only the sound of her footsteps to break the eerie silence, the game set out to be an

Super Metroid's length was its only shortcoming – its compulsiveness meant

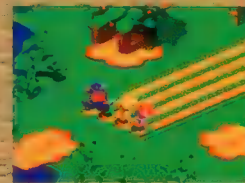


that the meeting with the final boss arrived far too quickly. Thankfully, we won't have to wait too long for a fresh set of *Metroid* levels, as Shiggy has let slip that a new *Metroid* game is already in

the works. No-one knows whether that means an N64 title or a Dolphin game, but either way, we can't wait.

SUPER MARIO RPG Nintendo • 1996

Back in the dim and distant past, Nintendo had



a disturbing habit of ignoring Europe. With the SNES cleaning up in Japan and America, the Big N didn't feel the need to bother with the comparatively small European market, and refused to bring some of their biggest games to UK residents. And that's why there was no UK release for *Super Mario RPG* – because Nintendo couldn't be bothered.

It's a shame, because *Mario RPG* (the last Nintendo game to be developed by Square, before they set to work on *Final Fantasy VII* for the PlayStation) was a thoroughly enjoyable twist on the usual Mario exploits. The simplistic puzzles and limited combat were designed with the younger

Nintendo owner in mind, while grown-ups could content themselves with the pretty isometric visuals, scores of ingenious sub-games, and appearances from almost every character to set foot in the Mario universe.

Along with the chance to see Mario and chums engaged in takey-turny combat with a host of old adversaries, long-time Nintendo devotees were also treated to a host of cheeky in-jokes. Whether it was Mario stumbling upon a sleeping Link in an Inn, the moustachioed one humming the theme tune to the original *Super Mario Bros* while taking a shower, or Bowser stealing a Game Boy from an innocent mushroom child, Square gave Mario fans plenty to smile about.



Mario fans in Japan and the US, that is. Fingers crossed that when *Mario RPG's* sequel, *Super Mario Adventure*, is finished, Nintendo remember they've got a few customers on the other side of the Pacific...

Mark Green



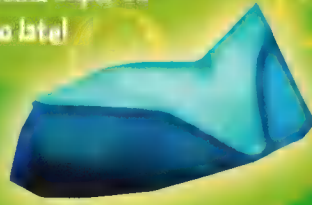
Ed's in a stew

TONIC TROUBLE



Super Ed to the rescue!

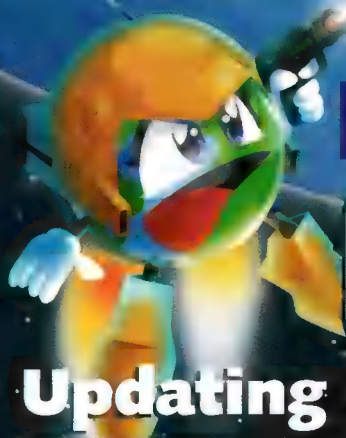
A mysterious can of Tonic accidentally dropped from the sky, and the world has gone crazy! Now Ed must come down to Earth and tackle killer vegetables, sangria glaciers and a tyrannical Viking called Grögh the Hellish. Spin into this 3D real time action-adventure, help Ed become Super Ed and solve the riddle to saving the universe before it's too late!



PC CD-ROM



www.tonictrouble.com



PLANET 64 COMING SOON

Updating you on the N64 games of the future

CLIQUE
JUMP TO



KNOCKOUT KINGS 2000 p20



WORMS p24



BOMBERMAN 2 p25



ROCKET p26

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

Correct me if I'm wrong, but didn't you think *Mini Racers* was a pile of old pants in issue 30?

Well, that's a bit strong, but no, it didn't look too good, it wasn't particularly fast, the camera was stuck in useless positions... not great at all.

But it looks better now?

Yes. Still not brilliant by any means, but now Nintendo have added the configurable camera, it's at least, ooh, twice as good.

And the multiplayer?

It promises to be jolly good fun, in a *Micro Machines*-kind of way but, hopefully, with less annoying camera changes. With the track editor chucked in too it could pave the way for almost endless fun-filled racing opportunities.



Micro Machines? No, it's miles different. (Note: This is a lie.)



Mini Racers

It's better than we thought...

When we first saw *Mini Racers* at E3, we were not impressed. Featuring tiny radio-controlled cars, the game is presumably meant to come across as the mutant offspring of *Super Sprint*, *Micro Machines* and *Re-Volt*. But it was simply a bit dull. Then at *Spaceworld* we got to play it more – and, whilst not ground breaking, it's certainly gone up in our estimations.

Probably the best thing about the game is the fact that you can manually alter the camera angle and viewing distance to whatever you like; we found the top-down view best, as it helps immensely with corners. Elsewhere, there's some fairly tight control – including some spot-on physics and a Z-operated turbo boost – and, brilliantly, both a random track generator (as in *F-Zero's X Cup*) and a track editor. The



Looks pretty tasty, eh? And there's not an expansion pak in sight. Nope.



Mini Racers borrows Re-Volt's radio-controlled vehicles in two-player.

multiplayer mode is pretty fantastic too. So, whilst *Mini Racers* still doesn't look particularly 'deep', it's certainly more promising than it was several months ago. More news as we get it.

INFO BURST	
MINI RACERS	
FROM:	Nintendo
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No
WHEN'S IT OUT?	
November everywhere	
ANTICIPATION RATING	
●●●●●	

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS



◀ Discussing the virtues of Robo fighting with one of the game's lovely ladies.

▽ The Custom Robo event. Have you got your Robos ready for battle?



▽ The Virtual On-style looks are done a lot better here than in Last Legion UX.

Custom Robo

Pokémon clone? RPG? Action game? Nah. It's a bit of all three...



With *Pokémon* gearing itself up for full-on world domination, even Ricky Butcher could have guessed that a host of pale imitations would soon be crawling out of the woodwork, trying

to cash in on the action. But, Nintendo's robot spectacular, *Custom Robo*, doesn't fall into this category. In fact, the half-*Pokémon*, half-*Virtual On* hybrid is being billed as *Pokémon*'s natural and worthy successor.

The game's story mode sees you taking on the role of a kind of robot-finding Pokémon trainer, who has

just built his very own robot, unspectacularly called Lei. The object of the game is to take your robot creation down to Robo Station where a Custom Robo championship is being held. You've also got your cousin for company and he helpfully chips in with friendly advice and chit-chat along the way. Using Lei in scraps to the death, you have to hone your skills as a trainer, improve your robot, hunt for extra parts and weapons and, eventually, hopefully batter champion Custom Robo builder Mamoru.

The similarities to *Pokémon* are obvious enough, but *Custom Robo* has much more of an emphasis on action, and battles are a very different kettle of fish to the RPG-style Pokéfighths. Instead they bare more of a resemblance to Sega's *Virtual On* (which was shamelessly cloned by *Last Legion UX*, as reviewed in last month's issue), with big guns and bigger explosions achieved by shopping round for improved attachments (hence the slight similarity to *Pokémon*'s nurturing and collecting).

We'll have more as the release date creeps closer...

Q & A

So, do you collect robots?

Nope. It's not like *Pokémon* in that sense. What you actually do is improve your existing robot, Lei, by shopping around for weapon attachments and dazzling new power-ups to make her into the ultimate fighting machine. Then you take your souped-up robot into battle against other Custom Robo championship wannabe's and give them a pasting – at least you hope so.

And it's a bit like *Virtual On*?

Yes, indeed. The battle arenas are multi-levelled, and there are boxes and objects scattered around enabling you to jump about, dive for cover and snipe. The weaponry is much more impressive, though. We played with the graphically wondrous Flaregun and the ace Tomahawk Bomb (like a normal bomb, but able to seek out unfortunate opponents as they run away). There's also a two-player mode, where you and a friend can go head-to-head, using your specially saved-out Custom Robo.

Doesn't sound quite as lengthy as *Pokémon*...

No, perhaps not. But, the game plays brilliantly, and the marriage of action and collecting should prove too much for Japanese audiences to resist. We'll have a review in these pages soon.

INFO BURST

CUSTOM ROBO	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?		
TBA	TBA	Nov

ANTICIPATION RATING



▽ Here's you, in your bedroom. Probably dreaming about winning the CR championship.

△ Looking a bit *SNES*-ey, Custom Robo requires you to seek out competitors.



Q & A

Boxing, then. Is it as good as wrestling?

Well, it's very different actually. There's no throwing, or leaping outside the ring, or battering people over the head with trashcans, or spandex. Just plain, simple, retina-detaching fisticuffs.

Sounds a bit simple, to me.

Well, yes, it is. But in a good way; there's plenty of variety in the punching, and it's quick and fun. Batter someone enough and they'll get cuts and bruises on their face; knock them down a lot, and they'll start swaying each time they eventually clamber to their feet.



Realism, then?

Yup, that's what it's all about. Oh, and also some welcome joystick-wagging, which you have to do when you've been knocked down, in order to get back up. Mucho fun.

It's not Smash Bros, though, is it?

Um, no. No it's not. Well spotted.

Don't get sarky with me, son.

Sorry.

INFO BURST

KNOCKOUT KINGS 2000

FROM: EA

CART SIZE: 128Mbit

HOW MANY PLAYERS: 1/2

MEMORY PAK: Yes

EXPANSION PAK: No

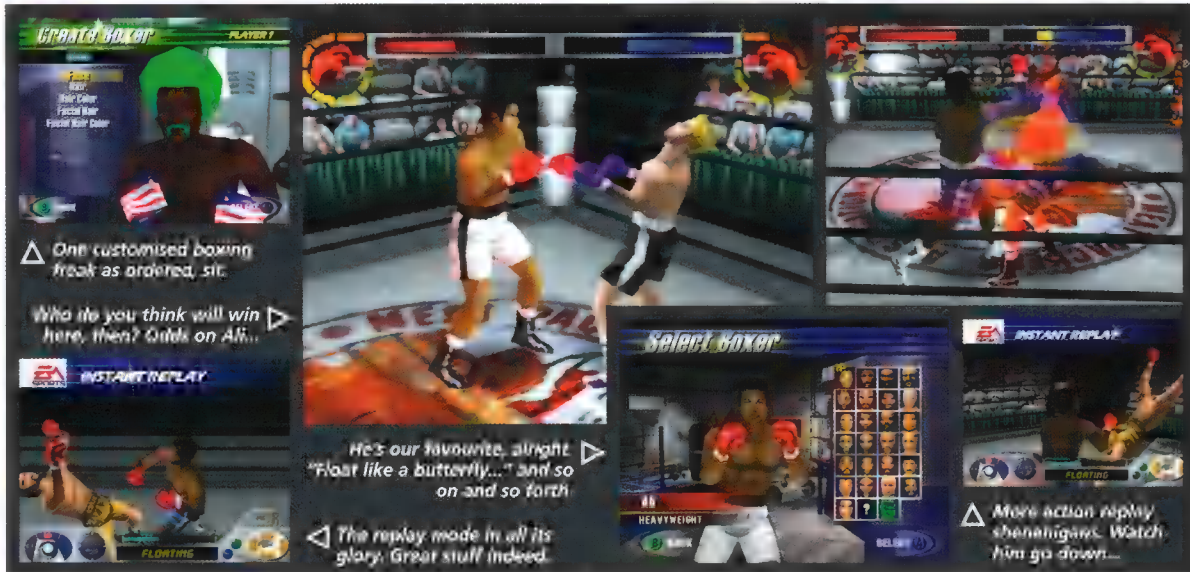
RUMBLE PAK: Yes

GB PAK: No

WHEN'S IT OUT?

November TBA

ANTICIPATION RATING



Knockout Kings 2000

As pleased as punch...

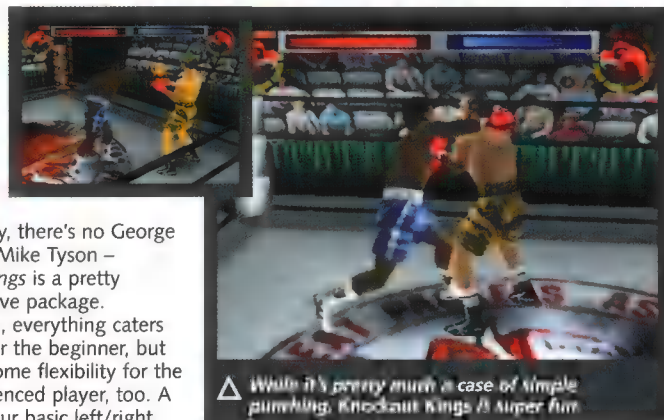
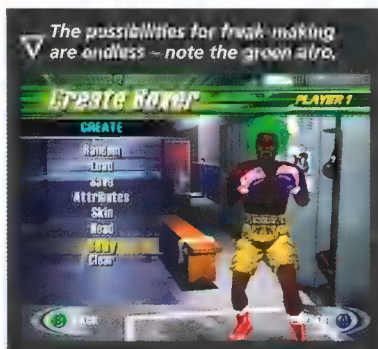
While we were slaving over *Zelda: Gaiden* this month, up popped *Knockout Kings 2000* from EA. It proved to be a most unexpected and pleasant surprise; and it's not often you can say that about a boxing game.

Featuring, brilliantly, all your real life pugilist favourites – from Mohammed Ali, to Sugar Ray Leonard, to Leon Spinks, to

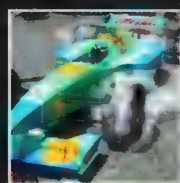
Tim's fave "Starvin'" Marvin Hagler, although, unfortunately, there's no George Foreman or Mike Tyson – *Knockout Kings* is a pretty comprehensive package. Control-wise, everything caters splendidly for the beginner, but also offers some flexibility for the more experienced player, too. A and B are your basic left/right jabs, holding down R allows you to hook, the C-buttons provide personalised combos, and Z lets you block. Get enough punches in, though, and you'll gradually fill a power-bar; when it's full, hold down R and press A and B together and you'll let rip with an almighty haymaker. Very nice indeed. And, of course, moving the analogue stick gives you more moves and allows you to punch different locations.

We're a little unsure as to how long the single-player Career mode can hold

your interest, but *Knockout King's* multiplayer is tremendous fun. Especially when you throw in a fantastic create-a-player mode that rivals *WWF Attitude's* for fulsome freak-making. We've already bred a 20-stone monster with a five-foot blonde afro and you can save your mutie to controller pak and fight a friend with it – or, superbly, take it through the Career mode and hammer Mohammed Ali. Not bad at all. Fingers crossed, we'll have a review next month.



burn rubber.



start your engines.

**Total N64
89%**



**64 Magazine
87%**

RACE STARTS SEPTEMBER '99

© 1999 Ubi Soft Entertainment Ltd. All rights reserved. Monaco Grand Prix is a trademark of A.C.I.M., Automobile Club de Monaco. Nintendo, Nintendo 64 and the 3D logo are trademarks of Nintendo Co. Ltd. Nintendo of Europe is licensed by Nintendo.

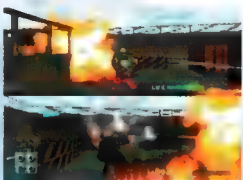
Ubi Soft
ENTERTAINMENT



Q & A

So, you're impressed with Winback, then? Hmm?
Yes. It certainly looks like there's going to be plenty to do in the game. Disregarding the usual mad dictator-style plot, you've also got to rescue fellow secret agents and when you've saved them you'll be able to enlist their specialist talents.

Splendid. But it does look a little, well, ropey...
Shame on you. As we said, so did Body Harvest, but that played a storm. So it's a bit foggy and a bit plain, but Jean-Luc himself has over 2,000 different animations, making him a versatile and expressive fellow. Indeed.

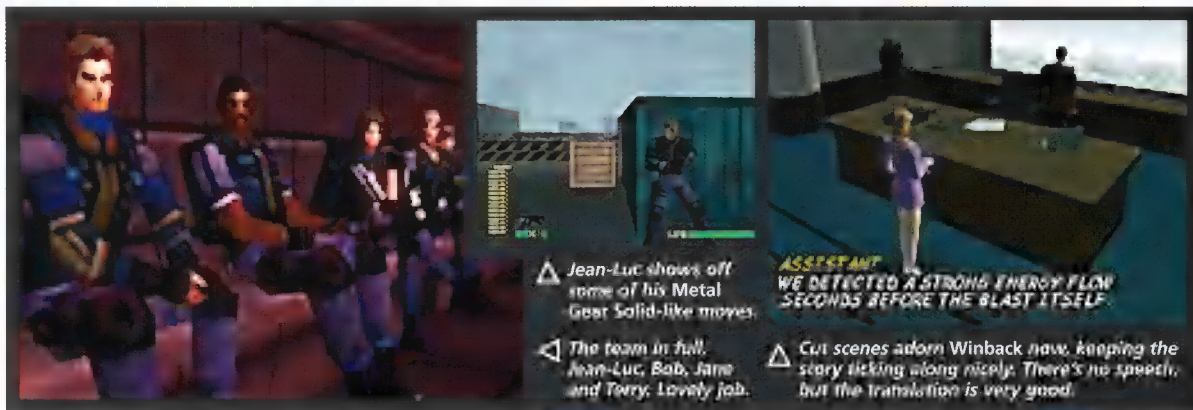


Okay, fair enough, don't judge a book by its cover, etc. Anything else?
The deathmatch mode – which Nintendo have made Koei turn into a four-player scrap – looks like a reeeeal laugh, with all the different moves making for some tasty stealth action. With big guns, naturally.

Naturally.
Yep. Just said that.

INFO BURST

WINBACK	
FROM:	Koei
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No
WHEN'S IT OUT?	
Oct	Xmas
Oct	
ANTICIPATION RATING	



△ Jean-Luc shows off some of his Metal Gear Solid-like moves.

◁ The team in full: Jean-Luc, Bob, Jane and Terry. Lovely job.

ASSETANT
WE DETECTED A STRONG ENERGY FLOW SECONDS BEFORE THE BLAST ITSELF.

△ Cut scenes adorn Winback now, keeping the story ticking along nicely. There's no speech, but the translation is very good.

Winback

Winback wins us over.

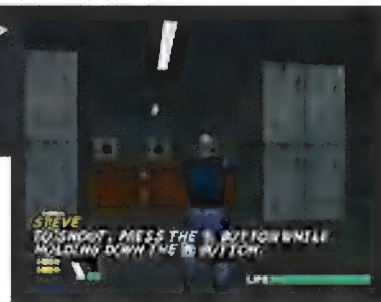


Winback has always been a bit of a curiosity. When it first came to our attention, it looked a bit shabby, a bit foggy, a bit plain, and a bit of an unknown quantity. However, having sat down and played the game extensively at

May's E3 show, one thing became crystal clear: *Winback* has the potential to be a superb cross between *GoldenEye* and *Metal Gear Solid*. And also, like *Body Harvest* before it, it's going to be something far, far more impressive than its fairly primitive graphics suggest.

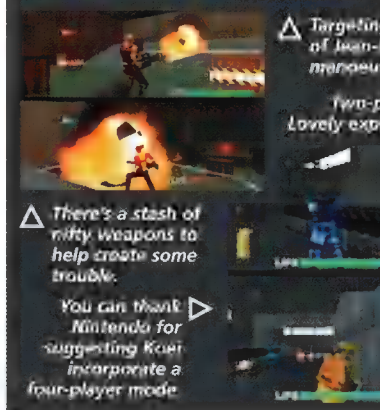
N64, freshly back from Spaceworld, played the latest version of *Winback*, and it all seems to be coming along very nicely for the prospective late October US release date. Jean-Luc Cougar, our hero, seems to be in possession of yet more secret agent/special forces-style moves; from standing with his back flat against a wall, he can spin round a corner and use his laser-sighted pistol to put one between the eyes of an enemy. Also, as the game

▷ The training mode lets you get to grips with the game.



calls for stealth-style shenanigans, it's possible to duck and run between cover, roll, unsheath your gun whilst rolling, and come up firing at the opposition. Top stuff indeed. And the enemies are clever swines, reacting to footfalls, loud noises and any movement in their field of vision.

Throw in a now-confirmed four-player deathmatch mode, complete with all manner of military weaponry, and the future looks bright for *Winback*. Whilst a vague Christmas UK release date has been banded about, we'll hopefully have a review of the American version of *Winback* in a couple of issue's time.



△ Targeting. Just one of Jean-Luc's many manoeuvres.

▷ Two-player fight. Lovely explosions too.

△ There's a stash of nifty weapons to help create some trouble.

▷ You can thank Nintendo for suggesting Koei incorporate a four-player mode.



NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Roadsters Trophy

Trophy-winning pics from Titus' newie!

If there was any justice in the world, the code for *Superman* would have been buried in the middle of the Sahara desert by now, while the thousands of leftover *Automobili Lamborghini* carts would have suffered a similar fate. Perhaps in Greenland somewhere, or a landfill site in the middle of Guatemala. Some place where we'd never find them, anyway.

As it's turned out, though, the abundantly average code for *Lamborghini* has been used to – astonishingly – pretty fine effect on this, *Roadsters Trophy*, Titus' semi-sequel to their ill-fated racing outing of almost two years ago. And whilst some things remain the same, not least the heavy reliance on real cars like Porsches, Lamborghinis, BMWs and Jaguars, *Roadsters* is looking a whoooooole lot better than its staggeringly run-of-the-mill predecessor.

So, it's got the cars, it's got the looks, it's just about got the handling; question is, can it

Looking good, *Roadsters* includes some top motors.



possibly beat *World Driver* for those racing honours? Find out for sure next month... **N**

INFO BURST

ROADSTERS TROPHY	
FROM:	Titus
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?		
Oct	Oct	TBA

ANTICIPATION RATING				

Q & A

● If nothing else, *Roadsters* looks nice...

Yep. The ten tracks are super-sharp and eye-glazingly colourful, and each comes complete with a nifty graphical effect; the waterfalls on the jungle level, for example, are absolutely gorgeous.

● Is it maybe a bit too clean, though?

Mmm, interesting. Certainly, *Roadsters* hasn't got the raw motoring feel of *Ridge Racer* or *World Driver*. There's not that mud-spattered, grime-tracked feel to the game. Everything is nice, colourful and dirt-free. You could say that maybe it's unrealistically clean, yep.



It looks fab – and the handling's spot on too.

The game's cut scenes give you a chance to see all the cars.



Mario Party 2

More sub-games – and more Mazza!

So, after seeing off all 56 pesky mini games in the first *Mario Party*, it's time to ready yourself for some more. Barely minutes after the release of Nintendo's fantastic board game adventure, the sequel rides into town promising more mini games and, er, plenty else.

Or maybe just more mini games. Fact is, those were the reason *Mario Party* stood out amongst a wealth of sub-standard clones (such as *Rugrats*), and left the likes of *Monopoly*, *Triv* and *Operation!* gathering dust in the cupboard.

Visually, things carry on from where the first game left off, but a few new

boards have been introduced, including ones set in outer space and the wicked wa-wa west. It's lots more of the same, yep, but the original was so fantastic, we really don't care. More news as soon as we get it. **N**



● So, what sort of mini games are there?

Well, one mini game has you taking part in a competition to see who has the fastest hands in the west! Basically, Mazza and Luigi stand back to back and wait for the countdown. Once the clock strikes zero, you have to tap fire to whip out your weapons, and hope you're the quickest on the draw.

Another mini game reminded us a bit of *Mario Kart's* battle mode. Set in an arena, each car has a balloon attached to it and a set of spikes. The object of the game is to pummel around the track bursting your opponents' balloons.

● Anything else?

There are a few new characters, 64 all-new mini games, and a new storyline.

● Let me guess: Bowser kidnaps the Princess.

Ah, no. He, er, tries to invade Mario Land. So, yep. Vastly different.

INFO BURST

MARIO PARTY 2	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?		
TBA	TBA	Dec

ANTICIPATION RATING				



The Mario Kart-like driving tournament. The track is obviously not quite as large, but it's sure fun!

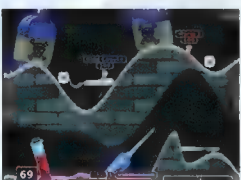
Bowser's back – as nasty as ever.

Mario and Luigi face off, to see who is quickest on the draw.



Q & A

- How many levels?**
About ten billion.
- Whaaat?**
Good, eh? Every time you play, everything is generated randomly, from the layout of the level to the starting position of the worms. Quite literally, no game is ever the same. The only exception comes during the one-player missions – they take place on pre-defined landscapes.



What's the one-player game like?
Surprisingly enjoyable. Infogrames seem to have toned down the intelligence of the computer worms, so we could consistently thrash the CPU after some practice. The training levels are invaluable, teaching you to aim the shotgun and curl bazooka shots in high winds.

And the controls?
Practically flawless. The C-buttons move your worm and aim the weaponry, while the analogue moves the camera. Easy access to the weapons menu is provided by R. You'll pick it up in no time.

But I hate Worms!
You won't after playing this. Believe it!

INFO BURST

WORMS ARMAGEDDON

FROM: *Infogrames*

CART SIZE: *128Mbit*

HOW MANY PLAYERS: *1-4*

MEMORY PAK: *Yes*

EXPANSION PAK: *No*

RUMBLE PAK: *Yes*

GB PAK: *No*

WHEN'S IT OUT?

USA: *Nov* UK: *Nov* JPN: *TBA*

ANTICIPATION RATING

●●●●●



Worms Armageddon

More exclusive shots of Infogrames' wriggly wonder.

We hate *Worms*. We've always hated it, ever since the first version on the Amiga five years ago. And yet it only took half an hour with this new N64 version for us to revise our opinion completely. Put simply – and we can hardly believe this is coming from our mouths – *Worms Armageddon* is shaping up to be one of the N64's best multiplayer games yet.

It's not complicated – a simple, turn-based battle between two teams of four worms, using a hefty arsenal of big weapons. But watching those tiny pink creatures getting kicked, punched, shot and blown up is great fun – especially now Infogrames have added a whole cartful of high-pitched speech samples. It's impossible not to giggle as a worm shouts, "You'll regret that!" after being bounced around painfully by a cluster bomb, and the range of brilliant weapons – from flame-throwers to the 'Indian Nuclear Test' – ensures there's plenty of worm-based pain to chuckle at.

These brand new screenshots can't really do justice to *Worms Armageddon*'s incredible attention to detail. The worms may be tiny, but you can still see them breathe, blink, look edgily over their 'shoulder', and glare at attacking enemies. It gets even better when you choose a

weapon – select a Dragon Punch, and your worm will slip a bandanna over his forehead; select a Blowtorch and you can see the weapon itself and the worm's safety goggles.

The only problem we can see so far is that there's no option to zoom out and view the whole map, which makes aiming some weapons tricky. If Infogrames can fix that before the game is released in November, *Worms Armageddon* should be nigh-on perfect.





NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS



Bomberman 64 2



It's back! But... is it any good?

Of the first *Bomberman 64* was a step in the wrong direction for the series, with its lightweight multiplayer deathmatches and hefty reliance on a mind-numbing one-player game, its follow-up *Bomberman Hero* was a full-on charge down the side of a mountain. With no multiplayer mode and a bum-deadening one-player game, it was utter tosh from start to finish.

So, imagine our delight, this month, when the oddly-titled *Bomberman 64 2* debuted at Spaceworld with less one-player missions, an all-new four-player split screen mode and some old fashioned *Bomberman* deathmatches reminiscent of those classic SNES outings.



A better camera would be nice. Now this looks promising...



Even the one-player levels seem to have been given a little more thought and don't try as hard to ape the plainly apeless *Mario*. They also include a host of new bomb types, special abilities, vehicles and separate 'branches', so that you're not playing through the same levels time after time. They're also completely 3D this time, whereas in *Hero* they were an odd, and flawed, mix of 2D and 3D.

On top of all that, there's also a two-player co-operative mode, which wasn't quite finished in the Spaceworld version but is probably going to be tied into multiplayer, as well as battle arenas, deathmatches and four-player Time Attack settings. Which, when you put it all together, means that we might just have ourselves the best *Bomberman* game yet.

Q & A

Deathmatches, then. That's what we want.

It certainly is. And, in *Bomberman 64 2*, they're just a slight tweak away from those ace SNES originals. Some might call it unadventurous, but we put up with the poor 3D versions in the first *Bomberman* game, and frankly we don't want them back. And water, fire and earth bombs should distance this deathmatching from its 16-bit predecessors even further.

So, what's all this split-screen malarkey?

Ah, well that's the other four-player game. It's basically a Time Attack mode, with the objective being to complete your chosen level in the quickest time possible. There's four of you trying to complete the task, and the first past the post wins.

Unique.

Sounds it, eh? As does the two-player co-operative mode, which is likely to be about completing levels as quickly and efficiently as possible. What we'd really like to see, though, is a two-player co-operative mode in the one-player game. It would certainly liven things up a bit.

It certainly would, my young friend. Don't call me that.

Oh. Okay. When's it out, then?

December in Japan, so expect it early Spring in the UK.

INFO BURST

BOMBERMAN 64 2	
FROM:	Hudson
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?
Spring Dec

ANTICIPATION RATING

GO! GO!



AN EAR TO THE GROUND

So, where was Dolphin at Spaceworld? Whilst Sony happily parade demos of PlayStation 2, Nintendo have opted for a more secret approach. Asked when we'd be shown Dolphin, Shigeru Miyamoto replied, "When Sony have revealed every last detail on PlayStation 2". Not for some time, then...

Another notable absentee from Spaceworld was the much-lamented-of Metroid game. Admittedly, it was never on Nintendo's list of show games, so we half expected not to see it but its non-appearance has done wonders for those Dolphin rumours. And with *Zelda Golden*, *Super Mario Adventure*, *Kirby 64*, *Mother 3* and the 64DD games currently on the go, it is looking increasingly unlikely that The Big N will be dealing Samus Aran in on the N64.

Some good news though was the announcement that *Perfect Dark* will be compatible with the expansion pak – presumably Rare will be using it for something other than improved resolution – while, mysteriously, the Spaceworld brochure seemed to suggest that *Kirby 64* would also use it. Though, later on in the same brochure, it was also denied. Certainly, the show version of *Kirby 64* didn't suggest that it was using any extra memory.

But the biggest question back home has to be whether *Perfect Dark* will actually make it out for Christmas. First it was late November, then early December, then mid-December, and this month it's a "definitive release date" of December 17th – which gives Mum barely any time at all to get hold of a copy before Chrimbo.

Oh, and finally, N64's spies in Europe recently played an almost finished version of the highly anticipated *Ridge Racer 64*... and the bad news is that it's apparently "a bit crap". Fingers-crossed, then, that Nintendo of America can pull one out of the bag before November.



NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

Why the name change, then? Eh? Come on.

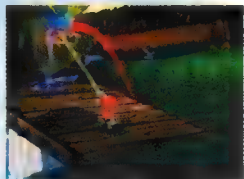
Weeeeeeell, it seems that Sprocket has already been trademarked, or copyrighted,



or some such guff, by someone else. So, the rather less exciting Rocket: Robot on Wheels is the best name designers Sucker Punch could come up with. And no, before you ask, Sprocket is not the trademarked name of the dog in *Fraggle Rock*.

Interesting. Anything else you can tell us about the game?

It features a pretty smart physics engine – Rocket himself is a unicycle-mounted robot (as you'd imagine), and he twirls, spins and moves just as you'd expect. The levels are all large and colourful too, and there's no fogging or slowdown as far as we could see.



INFO BURST

ROCKET	
FROM:	Ubisoft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?



ANTICIPATION RATING



△ No fogging. Laffy good news, eh?

◁ That's a portal to a new level.

▽ The levels are all large and colourful.



◁ Rocket takes a pounding from an airborne bug-thing. Use the tractor beam to get rid of it.

Rocket Robot on wheels

The game formerly known as Sprocket...

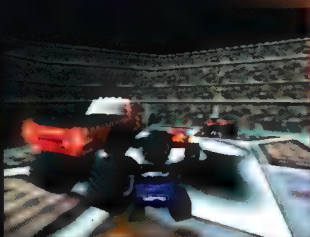
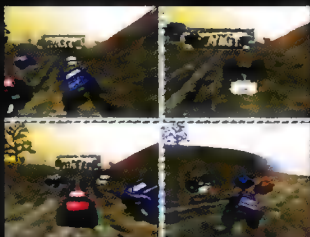
Currently due for a January 2000 release, the name-changing *Rocket* is currently looking even nicer than we were first led to believe in N64/32's world-first screenshots. And, having sat down and played it this month, we can tell you that it's shaping up to be a quirky, original and highly promising 3D platformer.

The most inventive thing we've seen of the game so far is Sprocket's head-mounted Tractor Beam. A tap of the B button activates it – pass it over



something (enemy, box, whatever) and you'll pick it up. Another tap of B brings up a trajectory line and a target, so you can choose where to throw whatever you've picked up. Tap B again and you'll hurl said object. It's great stuff – especially in conjunction with some of the loopy mission objectives we've seen, the cream of the crop being throwing sheep into a river to use them as stepping stones. Tremendous! More soon.

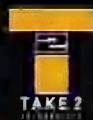
REACH OUT AND CRUSH SOMEONE



MONSTER TRUCK MADNESS 64



- 7 Modes of Gameplay, Including **CIRCUIT RACING, RUMBLE, POLICE CHASE, INDOOR SOCCER, and MORE!!**
- **BIGFOOT™, Grave Digger™, World Championship Wrestling™** – themed trucks including **nWo™, Hollywood Hogan™ Stinger** plus 15 more Bad Boys from the world of Monster Trucks.
- **MULTI-PLAYER MAYHEM** allows up to 4 people to play against each other, head to head.



Microsoft



PHOTO BY DAVE HUNTCOON

© & ™ Copyright 1999 Microsoft Corporation. All rights reserved. Microsoft and Monster Truck Madness are either trademarks (unregistered) or trademarks of Microsoft Corporation in the United States and/or other countries. BIGFOOT™ and Snake Bite are registered trademarks of BIGFOOT 64, Inc., Saint Louis, Missouri, USA. Used under license. WCW(tm) and WWF(tm) are trademarks of World Championship Wrestling, Inc. All characters and/or WrestleTrucks depicted are trademarks of or used under license to World Championship Wrestling, Inc. © 1999 World Championship Wrestling, Inc. A Time Warner Company. All rights reserved. Rockstar Games is a brand of Take 2 Interactive Software. All other trademarks and logos are property of their respective owners.

Distributed by Take 2 Interactive Software, Hogarth House, 29-31 Street Street, Windsor, Berkshire SL4 1BY

Planet 64 Information Station is your one-stop spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and listing tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or computer entry. We want to know what you think and we don't care how you tell us!

chart updates • release list
most wanted • most played

GAME Top 10 Official UK N64 chart

NEW! 	1 WWF Attitude Acclaim Released: 9/99 New entry Issue 32 88%		6 Star Wars Episode I: Racer LucasArts/Windsor Released: 7/99 Last month's chart position - 1 Issue 30 88%
NEW! 	2 Shadowman Acclaim Released: 9/99 New entry Issue 32 93%		7 GoldenEye Nintendo Released: 12/98 Re-entry Issue 9 94%
NEW! 	3 Premier Manager 64 Infogrames Released: 8/99 New entry Issue 31 82%		8 V-Rally 99 Infogrames Released: 12/98 Re-entry Issue 22 90%
	4 WCW/NWO Revenge THQ Released: 11/98 Re-entry Issue 22 75%		9 Mario Kart Nintendo Released: 4/97 Last month's chart position - 6 Issue 8 91%
	5 Command & Conquer Maxis Released: 7/99 Last month's chart position - 3 Issue 32 75%		10 Quake II id Software Released: 5/99 Last month's chart position - 4 Issue 32 90%

Top 5 Import chart

Source: 24 Games (044 7334 146)

1 Hybrid Heaven Konami • ACTIRPG Issue 33 - 83%	3 Shadowman Acclaim • ACT Issue 32 • 93%
2 Duke Nukem Zero Hour GT • SHT Issue 28 - 90%	4 Pokémon Snap Nintendo • ETC Issue 29 - 80%
5 Duke Nukem Zero Hour GT • SHT Issue 28 - 90%	5 Re-Volt Acclaim • RAC Issue 33 - 73%

GAME

£5 OFF ANY TOP 10 GAME!
VOUCHER (see the chart above)

Subject to the terms and conditions listed below:
 1. This voucher is only valid at UK branches of GAME.
 2. Valid against any one product listed in the Top 10 chart above.
 3. This voucher is not exchangeable for cash and is non-recoverable.
 4. This voucher cannot be used in conjunction with any other offer or against "sale" items.
 5. This voucher is only valid from 7th October to 3rd November 1999.

VALID FROM 7TH OCT TO 3RD NOV 1999

N64 5 Most played

1 Jet Force Gemini Rare/Nintendo ACT Issue 34 • 93%
2 Mario Golf Nintendo SPT Issue 34 • 90%
3 Quake II id Software SHT Issue 32 • 90%
4 Shadowman Acclaim ACT Issue 32 • 93%
5 The New Tetris Nintendo PUZ Issue 33 • 88%

5 Most wanted

Perfect Dark Rare/Nintendo ACT UK: December USA: December
Zelda Gaiden Nintendo ACT JPN: March UK: March
Donkey Kong 64 Rare ACT UK: November 22nd USA: November 22nd
Super Mario Adventure Nintendo ACT/RPG JPN: January UK: TBA
Resident Evil 2 Capcom SHT UK: November USA: November

Readers 5 Most played

1 Star Wars Episode 1: Racer LucasArts/Windsor ACT Issue 30 • 88%
2 GoldenEye Nintendo ACT Issue 9 • 94%
3 Zelda 64 Nintendo ACT Issue 24 • 98%
4 Quake II id Software SHT Issue 32 • 90%
5 Star Wars: Rogue Squadron LucasArts/Windsor ACT Issue 25 • 85%

5 Most wanted

Perfect Dark Rare/Nintendo ACT UK: December USA: December
Smash Bros Nintendo ACT UK: December USA: Out now
Donkey Kong 64 Rare ACT UK: November 22nd USA: November 22nd
Jet Force Gemini Rare/Nintendo ACT UK: October 29th USA: October 29th
Resident Evil 2 Capcom SHT UK: November USA: November

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country	Game name	Publisher	Type	Country	Game name	Publisher	Type	Country
October											
Earthworm Jim 3D	Virgin	ACT	UK	Doshin the Giant (64DD)	Nintendo	ETC	JPN	Rev Limit	Seta	RAC	JPN
Gex: Drip Out	GT	ACT	UK	Dragon Sword	Interactive ST	ACT	UK	Rev Limit 64	Namco	RAC	ALL
Harrier 2001	Video System	SIM	UK	Duke Dodgers	Infogrames	ACT	US/UK	Riga	Nintendo	ACT	US
In 7th Heaven	Take 2	SPT	UK	Eternal Darkness	Nintendo	ACT	US	Robotech: Crystal Dynasty	Capcom	ACT	US/UK
Int. Force Gemini	Rare	ACT	UK	Excitebike 64	Nintendo	RAC	US/UK	Rocket: Robot on Wheels	Ubi Soft	ACT	UK
Mario Golf	Nintendo	SPT	UK	Extreme Sports	Eidos	SPT	UK	Shadowgate Rising	Kemco	RPG	US
NFL Blitz 2002	Midway	SPT	UK	F-18 Super Hornet	Titus	SIM	UK	Shadowman 2	Acclaim	ACT	UK/US
NFL Quarterback Club 2001	Acclaim	SPT	US	Fighters Destiny 2	Infogrames	FGT	US/UK	Sim City 64 (64DD)	Nintendo	SIM	JPN
Payday 2	Ubi Soft	ACT	UK	Flights of the UN	Video Sys.	SHT	JPN	South Park: Kids 2	Atlas	RAC	UK
Resisters	Titus	RAC	UK	F-Zero Expansion Kit (64DD)	Nintendo	RAC	JPN	South Park: Chef's Luv Shack	Acclaim	PUZ	UK
				Half Life	Sierra	SHT	US	South Park Rally	Acclaim	RAC	UK
November											
40 Winks	GT	ACT	UK	Harvest Moon 64	Natsume	RPG	US	Spiderman	Activision	ACT	US
Custom Robo	Nintendo	ACT	JPN	Hercules: Legendary Journeys	Titus	ACT	US	Starcraft	Nintendo	SIM	UK
Duke: Kang 64	Rare	ACT	US/UK	Hydro Thunder	Midway	RAC	US	Super Mario 64	Nintendo	ACT	ALL
FPGA Golf	Infogrames	SPT	UK	Hypoc: The Time Cycle	Ubi Soft	ACT	UK	Super Mario Adventure	Nintendo	RPG	ALL
International Superstar Soccer 2001	EA	SPT	UK	Quantal Legends	GT	ACT	US/UK	Talent Studio (64DD)	Nintendo	ETC	JPN
Rainbow Six	Red Storm	ACT	UK	Grand Theft Auto 64	Take 2	ACT	UK	Taz Express	Infogrames	ACT	UK
Resident Evil 3	Capcom	ACT	UK	ISS Millennium	Konami	SPT	UK	Thomado	Factor 5	SHT	US
StarCraft	Nintendo	STG	UK	Jeff Gordon Racing	ASC Games	RAC	US	Thrasher Skate and Thrasher	Take 2	SPT	UK/US
Viewpoint 2064	Sammy	ACT	JPN	Jikkyou Golf Tournament '98	Konami	SPT	JPN	Top Gear Hyperbike	Kemco	RAC	US
WCW Mayhem	EA	ACT	US/UK	Jungle Bots	Titus	ACT	US	Top Gear Rally 2	Kemco	RAC	ALL
Worms Armageddon	Team 17	SHT	UK	Jungle Emperor Leo	Nintendo	RPG	JPN	Tur Jam and Earl	GT	ACT	UK/US
WWF Wrestlemania	T*HQ	FGT	UK	Ken Griffey Jr Baseball 2	Nintendo	SPT	US	Turok: Rage Wars	Acclaim	ACT	UK/US
				Kirby's Dreamland 64	Nintendo	ACT	JPN	Turok 3	Acclaim	ACT	UK/US
December											
Demolition Derby	Psygnosis	RAC	UK	Liberty Toons Space Race	Infogrames	RAC	US/UK	Twelve Tales: Darker	Nintendo	ACT	UK/US
Nuclear Strike	T*HQ	SHT	UK	Madden 2000	EA	SPT	US	UEFA Soccer	Infogrames	SPT	UK
Perfect Dark	Rare	SHT	US/UK	Magic Flute	Sunsoft	ACT	JPN	Ultimate War (64DD)	Seta	STG	JPN
Road Rash	T*HQ	RAC	US	Mario Party 2	Nintendo	TAB	JPN	Unreal	GT	SHT	US
Street Rats	Nintendo	ACT	UK	Metroid 64	Nintendo	ACT	JPN	Velocity	Acclaim	RAC	US
				Mini Racers	Nintendo	RAC	US/UK	V-Rally 2	Infogrames	RAC	UK/US
TBA											
3Sixty	Cryo	RAC	US/UK	Mission: Impossible 2	Infogrames	ACT	UK	War: Final Assault	Midway	ACT	US
1080° Snowboarding 2	Nintendo	RAC	US	Montezuma's Return	TBA	PLT	US	Wild Metal Country	DMA	ACT	UK
Animaniacs Ten Pin Alley	ASC Games	ACT	US	Mortal Kombat: Special Forces	GT	ACT	US	Worms Armageddon	Koei	ACT	UK
Armorines	Acclaim	ACT	US/UK	Mother 3	Nintendo	RPG	JPN	Worms Armageddon	Team 17	PUZ	UK
Army Men: Sarge's Heroes	3DO	ACT	US	Need for Speed 64	EA	RAC	US	Xena: Warrior Princess	Titus	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN	NHL Blades of Steel 99	Konami	SPT	US/UK	X-Men	Activision	ACT	US
Asteroids	Crave	ACT	US	NomenQuest	T*HQ	RPG	US	Zelda Gaiden	Nintendo	RPG	JPN
Attack!	Midway	ACT	US	Q.D.T.	Psygnosis	RPG	UK	Zool	Imagineer	RPG	JPN
Banjo-Tooie	Rare	ACT	US/UK	Quest Battle 3	Nintendo	RPG	UK				
Battlezone	Crave	ACT	US	Onegai Monsters	Bottom Up	-	JPN				
Bike: Brothers 2000	Titus	ACT	UK	Paint Studio (64DD)	Nintendo	ETC	JPN				
California Speed	Midway	RAC	UK	Pokémon Snap	Nintendo	ETC	UK				
Daikatana	Ion Storm	SHT	US	Polygon Studio (64DD)	Nintendo	ETC	JPN				
DethKarb	GT	RAC	US	Powerslide	Emergent	RAC	US				
				Premier League All Stars 2000	EA	SPT	UK				
				Real Alliance	Mindscape	ACT	UK				
				Ready 2 Rumble	Midway	SPT	US				

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

VOTE!

There's only one way we can keep track of your gaming needs - and that's if you tell us! Just fill out the form and send it in! Yes! And as if you needed any more encouragement, each month we'll be putting all the information station voting slips into a big hat and awarding a sparkling new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.



PLANET 64 INFORMATION station

Top 5 vote n' draw

My five most played games are:	My five most wanted games are:

Name _____

Address _____

Postcode _____

Game wanted _____

N64's Special Investigations take us far and wide. This month we packaged Wil up and sent him to Spaceworld, in Japan, where he was lucky enough to play *Zelda Gaiden*!



SPECIAL
INVESTIGATION

It's the sequel to *Zelda*, and therefore the biggest news on the N64. And we've played it...



INFO BURST

ZELDA GAIDEN	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?



March worldwide

ANTICIPATION RATING



ZELDA

Listen very carefully. Can you hear it? It's the sound of millions of people holding their breath for *Zelda Gaiden*, the add-on sequel (of sorts) to the mould-shattering masterpiece that was *Ocarina of Time*.

And we're just as excited as everyone else, the only difference being that we've been lucky enough to play it. We had to queue for an hour for the privilege, mind, but Nintendo's Spaceworld was a world-first opportunity to

experience, first-hand, the sequel to the Best Game Ever™. And we weren't disappointed. Transporting us to an alternative Hyrule, and packing in more surprises than we thought possible, *Zelda Gaiden's* March release date just can't come soon enough.

So, we reckon you're simply itching to turn the page and see exactly what Link's latest exploits have in store for you. Best read on, then...





PLOT HOLING

Here's a brief rundown of *Gaiden's* story...



1 Link is out one day in the forest, riding Epona. Things don't remain quiet for long, though...

2 Suddenly, a masked stranger appears, steals Epona and disappears through a strange doorway.



3 Link follows him, and finds himself in a strange and very different version of Hyrule.

4 Link must save this alternate Hyrule from the moon, which is going to crash into the earth. The main town holds this huge and ornate clock tower, which steadily counts the seconds until disaster strikes...



MORE MUSIC

Splendidly, *Zelda Gaiden* expands on *Ocarina of Time's* accent on playing music. Rather than just using an ocarina, though, there are plenty of instruments for you to use, which are played in conjunction with the various masks Link can wear (see 'Man of many masks' over the page).

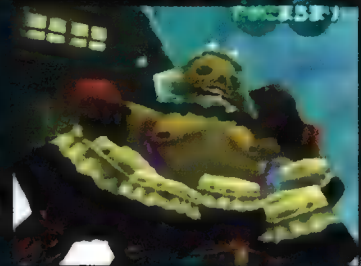


DEKU HORN

When Link transforms into a Deku Scrub, he's able to use this weird multiple-trumpet device, which bears an uncanny resemblance to the gramophone-style instrument, owned by the strange man in the windmill in *Ocarina of Time*.

GORON DRUMS

As a Goron, Link can bash these bongo-style drums. Race-specific instruments are used to gain help – so the Goron drums will be useful in persuading the parallel-universe Gorons to help stop the moon falling. Also, instruments will be used to transport you between different locations, as in *Ocarina of Time*.



GAI DEN



IF HYRULED THE WORLD

The parallel Hyrule is a very different place to the Hyrule that we know and love. In fact, it's completely different. *Zelda Golden*'s environments are new – the best we've come across so far is a wonderful snowy mountain town – and the dungeons are completely different. You might meet the same old enemies from *Zelda* again, but apart from that, the whole thing is unique and new. For instance, you get to ride the alternate Link on horseback again, but you can also be able to challenge other, unspecified characters.

We can't wait to get our hands on this game.



MAN OF MANY MASKS



You all undoubtedly remember young Link's trading sequence in *Ocarina of Time*, involving the Happy Mask Shop. It wasn't a particularly important part of the game, but proved to be a lot of fun. Well, in *Zelda Golden*, the importance of masks cannot be overestimated. Indeed,

the whole game hinges around them, because when Link dons a mask, he actually becomes what the mask represents and gains any relevant skills. And, amazingly, there are around 20 different masks to be found and used in the game.

ZORA LINK

From the three different masks we've seen Link don so far, the Zora mask is the most impressive. Transforming him into one of the fish-faced friends from *Ocarina of Time*, Link can now swim with amazing agility and speed. In fact, it's more like underwater flying, and it's a quite superb ability to play with. Tremendous fun. It certainly comes in useful in the section where you've got to keep up with a evil pair of beavers, while collecting wood for their dam.



△ The Zora mask – just one of the three masks we saw Link don at Spooky Woods.

▽ A tap of A and Zora-Link is off through the water.



▽ Zora-Link gathering soft wood while racing with the beavers. That's the time on the left of the screen, with the number of logs collected underneath. Not doing too well here, then.

GORON LINK

An absolutely terrifying transformation, this – Link pops on the Goron mask and it welds to his face, as his body heats and becomes rock-like. With only his trademark green hood to distinguish him from the other Gorons, Link is now substantially stronger – able to lift rocks and boulders – and can also curl up into a ball and roll around at high speeds. Which is especially useful, as one part of the game sees you taking part in a blindingly fast race with other Gorons.



△ Goron-Link will be the one with the green hood, then.



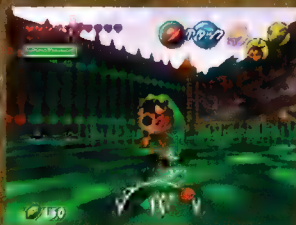
▽ If there's a heavy stone that needs lifting then Goron-Link's your man.

DEKU SCRUB LINK

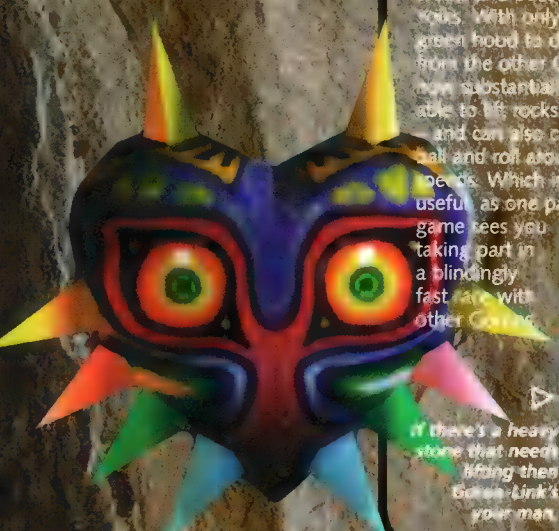
Yes, it's true – you can transform yourself into *Ocarina of Time*'s most irritating beastly. And, although you wouldn't have thought being a Deku Scrub would have any real benefits – they were pretty cowardly and weak – it's actually very useful. As well as being able to shoot nuts from his new snout, Link can also use different varieties of plants to fly and glide around the alternate Hyrule. Deku Scrub pads (the leafy areas they sprout from) can also be used to jump high in the air, rather like the flight pads in *Banjo-Kazooie*.



△ Can't reach a tricky high spot? Simply put on the Deku Scrub mask, grab onto a flower and float there.



△ As a Deku Scrub, Link acquires the nifty walking on water skill.



How do you make a follow-up to the Best Game Ever™? And schedule its release a little over a year after the original hit the stores? Who knows. But that's what Nintendo have done. And, thank Shigsy, they're well on the way to creating a game that looks to be every inch the equal of its zeitgeist-exploding older brother.

Obviously, it helps that *Gaiden's* design team – who plunged straight into Link's latest adventure as soon as *Ocarina of Time* was finished – have had a wealth of material to work with. By all accounts, there were plenty of areas and mini-adventures that they simply didn't have the time, or space, to put in *Ocarina of Time*, and it is these (heavily reworked and tweaked to perfection, naturally) that make up the bulk of *Gaiden*.

However, rather than being a straight continuation of *Ocarina of Time*, *Gaiden* is being billed as a 'side story'. That is, it runs parallel to the last adventure, and, as we've seen, takes place in an alternate/parallel version of Hyrule. Rather than rescuing Zelda from yet another kidnapping incident, the moon is falling from the sky. Once it hits Hyrule, it's the end for everything. So it's up to Link to stop this happening.

And how, exactly? Nobody is 100% sure yet – for instance, if there's an evil mastermind behind the whole thing, although the masked stranger who appears at the start of the game would seem to fit that bill – but the heavy use of transforming masks is crucial to the game. Link must use the masks to get help from the various different characters he

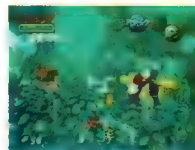
that enjoy nothing more than exploring Hyrule's vastness. The good news, though, is that time can be *bought* from certain characters, expanding your quest and giving you a breather. The new meter you can see at the bottom of the *Gaiden* screenshots is actually a sundial of sorts, showing how much time has elapsed and how long you've got 'til disaster strikes. We'd imagine that buying time pushes the dial back, prolonging any undesirable moon-earth interfacing.

Elsewhere, you'll meet plenty of new characters, as well as some familiar ones – even if they are rather different from before. We've already met Mr Ingo and Zelda at Spaceworld, but intriguingly, a dark version of Navi is apparently going to make an appearance too. Also, to increase on-screen detail and offer better framerate, the game will use the 4Mb expansion pak – in a similar manner to *Donkey Kong 64*. Examples of this that we've seen include – brilliantly – fighting six Stalfos at a time, and a proper forest, complete with loads of trees. Brilliant stuff.

Currently, *Gaiden* is only 50% complete, but apparently the game is going to be finished in time for a worldwide March 2000 release. Expect much, much more on *Zelda Gaiden* very soon – and only in the pages of **N64 Magazine**.

MONSTER MASH

As well as plenty of familiar faces (such as the Zoras and Gorons), *Zelda Gaiden* introduces plenty of other characters to interact and fight with. Although we've already fought masses of Stalfos and other nasties at Spaceworld – plus Tekites and ice beasts – there are loads more we haven't seen: huge man-eating swamp plants and massive jelly-like blobs that absorb their foes, for instance. Our favourite has to be the family of beavers, though. Ace.



MASTERY Link must use the masks to get help from the various different characters he encounters, and if he takes too long, it's game over.

encounters, and if he takes too long, it's game over.

You see, there's only a certain amount of time before the moon hits the earth, which may sound annoying for those of us



△ We haven't spotted any new weapons yet, but then the game is only half finished.

▽ You can see the sundial at the bottom of the screen.



▷ New environments include this snowy mountain village.

▽ With a mask on Link can play more instruments.



△ The bosses in *Zelda Gaiden* are even bigger and badder. Here Link battles with a multi-coloured monster.



△ Epona makes a comeback, of course, but this time young Link can ride her.

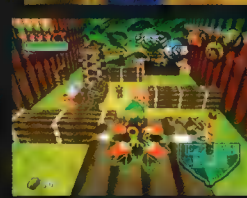
▷ The expansion pak allows for lots more scenery. There are loads more trees littered around Hyrule's fields.



▽ Navi still warns of danger but Link also stumbles across a 'dark' fairy.



△ Another scary boss character. Those pincer-like claws look very nasty. This puzzle game requires Deku-Link to float from platform to platform.



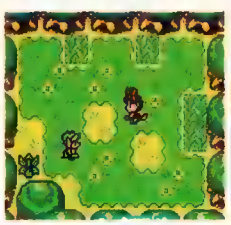
N64

presents



planet

THE BIG GAMES THIS ISSUE!



ZELDA

page 37

Link's amazing new triple quest!



POKÉMON

page 36

Check out the new faces in the Japanese super-sequels!

GAME BOY



NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY COLOR, POCKET, CAMERA AND PRINTER

The results are in!

THE ART OF BOYS



Which design made it to the national final? Find out here!

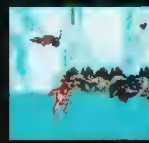
WIN!
A BRAND NEW GAME
with your GB camera pics



Microcassette
GAME BOY

PLUS! REVIEWS!

All the biggest and best Game Boy reviews including Disney's Tarzan!



ISSUE
9
November 1998

Welcome to Planet Game Boy



Been playing Pokémon then? By the time you read this, the official UK version will have been in the shops just long enough to sell a couple of zillion copies, and Pokémon trading should be on its way to becoming the country's number one pastime, for the foreseeable future at least.

Over in Japan, Pokémon fever hasn't showed any sign of easing up after almost four years, and those lucky Japanese gamers are about to get their hands on the first true sequel. They're not immune to the good old Nintendo delay syndrome though, as *Pokémon Gold* and *Silver* have suffered more release date slippages than *Duke Nukem: Zero Hour*.

It'll be a much longer wait for us though. Bear in mind that we've only just got started with the whole *Pokémon* thing over here, and the UK release date of (cough) Easter 2001 doesn't sound quite so painful. In the meantime, we've got Pocket Pikachu in November, *Pokémon Pinball* in February, Mew downloads in April, *Pokémon Yellow* in June, and the *Pokémon* movie, trading cards, videos, music CDs, vending machines, tents, kites, and all kinds of cute tat towards the end of next year. Oh, and the small matter of the 32-bit, 3D-capable Game Boy Advance too. Not at all bad, right? Right!

Martin Kitts, Editor

planet GAME BOY

Planet Game Boy N64 Magazine
30 Monmouth Street, Bath,
BA1 2BW.

Issue 9, November 1999

Editor: Martin Kitts

Contributors: Tim Waters, Wil
Coxon, Andrew Ball, Justin Welch,
Paul Edwards, Mark Green

POKÉMON SEQUELS UNVEILED



The majority of Spaceworld was devoted to Pokémon.

While we're all slaving in anticipation of the arrival of *Pokémon Red* and *Blue* in the UK,

Japanese gamers have something new to get excited about.

Pokémon Gold and *Silver*, the Color Game Boy sequels to the first *Pokémon* games, are only a month away from release – and Spaceworld gave

the two games their first proper public outing.

The most exciting innovation these follow-ups have to offer is a batch of 100 new monsters, some of which have already been introduced in the cartoon series. We caught a glimpse of some of them at Spaceworld – including Mariru, an



It retains the same visual style as the original games. Good thing too.

impossibly cute blue mouse who's set to be 'The New Pikachu', and an altered version of Slobro, who wears his spiky shell on his head – they look just as loveable as the first game's collection. Although *Red* and *Blue* owners can't download any of these new monsters, you'll inevitably need to trade between *Red*, *Blue*, *Gold* and *Silver* to collect the full quota of 250.

The new characters aren't the only change. Monsters can now grab items and weapons and use them in combat, and the cartridge's in-built clock leads to Pokémon that refuse to fight if it's past their bed-time. Most interestingly, every Pokémon now comes in both a male and female form, allowing you to set your monsters up on a date, watch them breed, then clap your hands with glee as the resulting egg hatches into a new Pokébaby, with its own unique abilities and attacks.

Professor Oak has even developed



The new, high-tech Pokédex.



The Silver version. We want it now!



a new form of the Pokédex – the Pokégear, a watch-like gadget which Ash uses to collect Pokémon info, organise his monsters, and contact friends in other cities. It all sounds fantastic, and we'll bring you more news as soon as we have it.



You'll never guess when it's out over here... Easter 2001! Honestly! Absolutely shocking.

ZELDA'S RETURN

Last issue, we told you about Nintendo's three new Game Boy Zelda games, one of which is called *The Fruit of the Mystical Tree*. Thanks to our visit to Spaceworld, we've now found out the names of the other two: *Fruit of*

the Mystical Tree, and, er, *Fruit of the Mystical Tree*.

Confused? Don't be. The three *Mystical Tree* games each have a subtitle: *Tale of Power*, *Tale of Courage* and *Tale of Wisdom*. They're being released one at a time (*Tale of Power* is first, out this December in Japan), and – uniquely – your progress in one game will affect events in the other two. Data can be transferred between the games via a link cable, although the precise details haven't been confirmed.

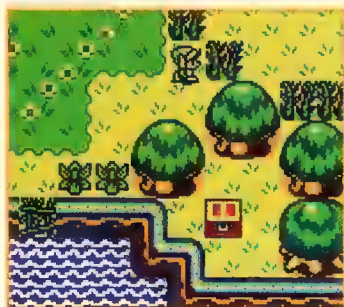
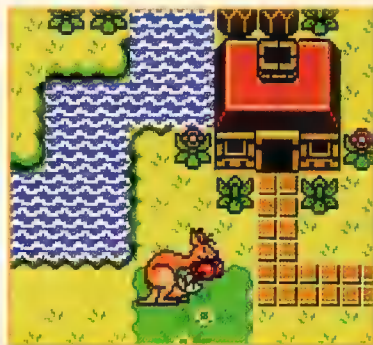
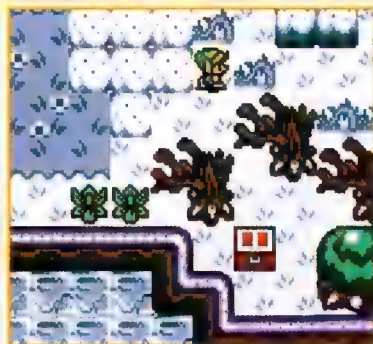
From *PGB's* glimpse of *Tale of Power* at Spaceworld, we know that Link's quest revolves around – you've guessed it – rescuing Princess Zelda, and that he uses a 'Rod of Seasons' to change the time of year, illustrated with suitable changes in scenery. We also clapped eyes on a controllable boxing kangaroo called Rikki. Hmm. Despite these changes, it all



△ It's either a health-giving fairy or an evil, cackling witch.

▷ Boxing kangaroo ahoy! Ganon's going to get a painful surprise.

looks disappointingly similar to *Link's Awakening* to be honest – all the same, you'd be a fool to bet against Nintendo working their usual magic to make *Mystical Tree* something rather special.



△ Maybe Link can climb down that vine on the left to get in the water. He'll need flippers though.

TERRY'S ALL GOLD

Enix has just bought the rights to bring Enix's *Dragon Warrior Monsters* to the UK. It's a shame about the name-change – the Japanese version was brilliantly subtitled '*Terry's Wonderland*' – but otherwise the arrival of *Dragon Warrior*, which is part of a two-million-selling series in Japan, is reason to get very excited indeed.

Enix's game is essentially a top-notch *Pokémon* clone, but with a few interesting twists. Firstly, a new map is randomly generated with every game, leading to a refreshingly different adventure each time you play. Secondly, you can't simply catch monsters in a ball – you have to wait for them to ask you if they can join your party. Thirdly, like



the new *Pokémon Gold and Silver*, monsters can be mated in an attempt to create 'The Ultimate Monster' – and with 215 monsters and over 46,000 breeding combinations, that's a lot of mating potential.

Naturally, you can link up to your friends to do battle, but, as losing a fight means handing your hard-earned monsters over to your opponent, you might prefer the friendlier 'meet and make babies' option. Interested? Well *Dragon Warrior* should be arriving on these shores come December. Look forward to it.

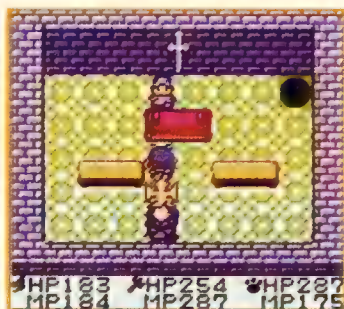


△ They're a bit slower than Pokémon, aren't they?

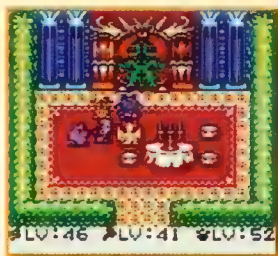
▷ Terry's cosy little shack. Fill it with monsters.



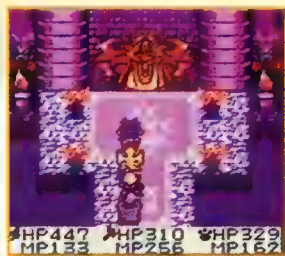
▽ Time for a battle!



△ Hit points for three characters – a three-way battle, perhaps?



△ The backgrounds look great, as do the monsters.



△ Those tough monsters should handle that boss.

REVIEW

Five Star Scoring

A simply fantastic game, and an essential purchase.



Well worth a look, this is an excellent title.



Some problems, but almost certainly good fun.



Flawed, probably not worth bothering with.



Utterly lamentable. Avoid like the plague.



Tarzan



From: Activision Price: £25 Save: Password Link-up: No Colour: Only Out: Now



▲ However, swinging a pencil will bear no fruit.

▲ Hiding and peaking with the blue monkey-like thing, Terk.

Swinging through the treetops, loincloth flapping around his ears, the Lord of the Jungle soars over open-mouthed chimps and slack-jawed baboons alike. His mission: to bring top monkey-style platforming mayhem to Game Boys everywhere.

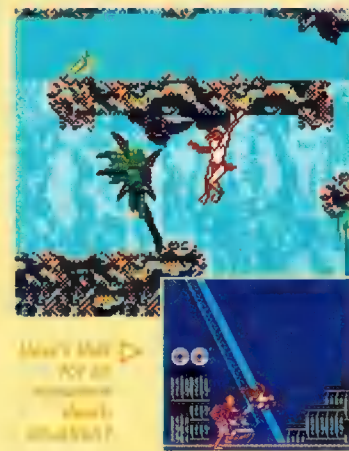
And what a tremendous success it is. Tarzan's superiority to the average Game Boy platformer is obvious from the moment you start playing – it

looks better, it moves better, and it's much faster. Your little ape-boy scoots around the smooth-scrolling jungle at a frightening pace, dangling upside down from bits of foliage and tearing up the side of tree trunks like some kind of demented squirrel. He must be the most acrobatic Game Boy character ever.

Later on, you get to play as little Tarzy's simian sidekick, Terk, and as the full-sized, muscle-bound apelord himself. There's little difference between them apart from the way they look, but the levels begin to get more complicated, making your banana-gathering task all the more difficult. It's never that difficult though, and we had as much fun just

▲ How Tarzan would love that monkey out of his style.

▲ There's a host of bonuses: Tarzan's cool, but that gorilla boy.



▲ How Tarzan would love that monkey out of his style.

leaping around as we did collecting hide and seek mode which can be played on one machine, and a paint shop where you can make jungle collages and print them out. A little short, but very impressive.



Black Bass Lure Fishing

From: Toki 2 Price: £20 Save: Password Link-up: No Colour: Yes Out: Now



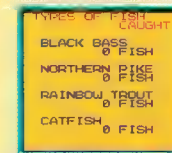
▲ A dithered, vibrant color palette is the best choice for the fish.

After the delights of the Pocket Sonar, a Japan-only echo-location device for Game Boy-owning anglers, and the excellent RPG *Legend of the River King*, we

were prepared to revise our opinion of fishing games in general. Of course, it can't all be that good.

Black Bass Lure Fishing is one of those hardcore fishing games which could only appeal to the handful of people who actually know the difference between pencil bait and a popper. After selecting the appropriate lure you get to move a little boat around a lake to find the best fishing spot. There's no fish finder though, so you'll have to use some Cracker-style intuition to guess where the creatures might be hiding. Think like a fish...

If only that was possible. Becoming an animal with a brain the size of a snotball is probably the best way to appreciate a game where the 'fun' consists of casting a line, reeling it back in, and repeating until a random fish takes a random sniff at your spinning jiggler. Involving it isn't, time-consuming it most



▲ Not the most successful of fishing trips.



▲ Show your best, can you live, can you live, can you live.

definitely is – you wouldn't believe how long it took us to get a screenshot of anything even resembling a fish. We'll be sticking with *River King*, thanks.



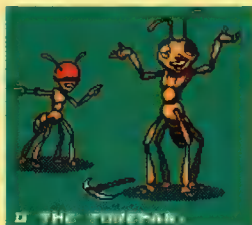
▲ No, you can't select the lure you want to use.

▲ No, you can't select the lure you want to use.



DEPTH 00.50
LINE 52.50

Antz



It's like an ant farm... but you're the ant.



From: Infogrames Price: £25 Save: Password Link-up: No Colour: Yes Out: Now

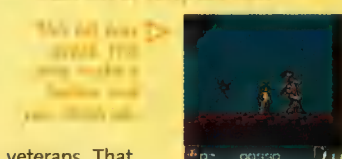


It's typically well presented, although not up to the standard of the colour-only *Lucky Luke*.

The ants themselves look pretty freaky, thanks to the way they walk like a six-legged person would (if such a mutie existed), but the scenery is a pleasant enough diversion.

As for the gameplay... well it's exactly as you might expect. If you're familiar with the standard platform game way of doing things, *Antz* will hold few surprises for you. There are various items to collect, fellow ants to rescue, and a few nice sequences (such as the freed ants making a ladder for you to climb), but little to tax or impress *Mario Deluxe*

The ants look pretty freaky, thanks to the way they walk like a six-legged person would.



veterans. That said, it's massively superior to the rank and stinky *Bug's Life*, and is sure to delight younger members of the family eager for some insectoid antics. For the rest of us, there has been a glut of superior platformers over the last few months, not least from Infogrames themselves.



Another spangly platform game from Infogrames? This is getting to be a habit. Following in the footsteps of *Smurfs*

Nightmare, *Lucky Luke* and the Looney Tunes games, *Antz* delivers more running, jumping and collecting for platform junkies.

Madden NFL 2000

From: T+HQ Price: £25 Save: Password Link-up: No Colour: Yes Out: October

Midway tried and failed to make American football work on the Game Boy with their risible conversion of *NFL Blitz*,

which earned one star and plenty of scorn back in *PGB/2*. This is T+HQ's attempt to bring fat men to the small screen, and as you'd expect

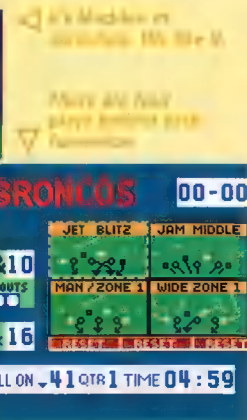
from a game with the *Madden* name attached to it, it's not shabby.

There's an impressive amount of stats, teams, moves and all the usual guff that makes up a *Madden* game, together with one essential ingredient missing from *NFL Blitz* – speed. The little sprites might not look like much in these screenshots, but on the pitch you'll find they run around at such a pace that their lack of detail isn't important.

The control system takes some getting used to, despite being typically *Madden* at heart. A practice option would have been more than welcome – as it is, you have to figure it all out the hard way while the computer pounds you into the ground. Overcome the initial difficulty level and you'll find a football game which, while it doesn't have anything like the depth and

STAND	W	L	Pct.
ALL			
COWBOYS	6	1	.857
VIKINGS	5	2	.714
GIANTS	5	3	.625
LIONS	4	3	.571

playability of its N64 equivalent, is good enough to make it worth considering if you're keen to grab some handheld gridiron action.



ART OF BOYS

We have a winner!



A mere three months ago we invited you to produce your own works of art based on the Game Boy Color. With such a fantastic first prize – entry into a national final from which one customised machine will be chosen by Nintendo to be turned into a real, limited edition Game Boy – we expected a big response. In fact we've been overwhelmed by the quantity and quality of your designs, from simple drawings, to models, to working, painted Game Boys. A big thank you to everyone who entered – we had a tough job picking a winner...



Kate Hindley

It was close in the end, but we just couldn't resist Kate's ultra cute Mario and Link Game Boy clothing. The outfits are smart, practical, made of soft material for players with sensitive skin, and the hats slide down over the screen to protect your machine from dust. Top notch – we'll be keeping our fingers crossed for you in the final, Kate.

George Meredith

George's striking design, featuring Nintendo characters and a Union Jack, was one of the most technically accomplished entries.



Carol Harrison

It's a kind of dual-purpose piece of clubwear / Game Boy accessory. The Darth Maul Game Boy Warmer has pockets to store two spare carts, and would scare the pants off Ewan McGregor.



Richard Nobes

This one would become an instant collector's item if it was ever released. A Pikachu-shaped Game Boy with a special face cover which locks into place. The ideal machine for Pokémon fans.



Oliver Bolton

It's the Man-Eating Sludge Monster From Pluto – a race of creatures descended from rotten eggs, according to its creator, Oliver Bolton, and a dab hand at *Tetris DX*. Like it.



James Bond 007



BONUS GAMES

Play these casino mini-games at any time by entering one of the following

as your name in a blank save slot:

- Baccarat - BACCR
- Blackjack - BJACK
- Red Dog - REDOG

MOVE AND SEARCH

Set A or B to block, then hold that button while searching. You'll be able

to move around while searching, saving lots of time.

FREE MED-KITS

Start a new game and take the med-kit from the top bunk of the house. Save the game and restart. You can collect up to ten med-kits by repeating this.

PRESIDENTIAL KEY

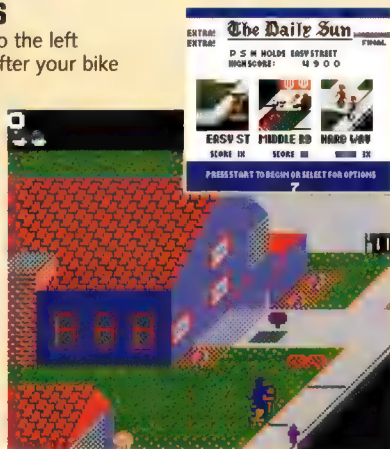
Play at the casino until your opponent tells you that you're a high roller. Return to the hotel and talk to the man behind the desk. He'll give you a key to unlock the door on the first floor.



Paperboy

ALL BIKES

Turn sharply to the left immediately after your bike starts to move on Easy Street. Then press Start, A, A, A, B, Select, A, B, Start. The screen will flash if you got the code right.



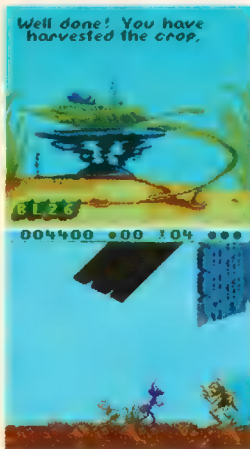
A Bug's Life

PASSWORDS

Cut to the chase in this amateurish platform travesty.

- 9LKK
- BL26
- 5P9K
- 6652
- BKK2
- 2PLB
- 6562
- L58B

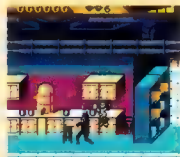
Bonus: BL26



Men In Black

CHEAT MODE

Enter 0601 as your access code, ignoring the error message. Press start and begin a new game. Now you can hold Up and Select together to move up, Select and Down to move down, and Left or Right to move sideways. Hold Select and A to get the best weapon.



LEVEL SKIP

Enter 2409 as the access code, again ignoring the error message, and start the game. Pause and press A to advance to the next stage or select to skip to the next level.

ACCESS CODES

- 2710
- 1807
- 0309
- 2705
- 3107



HIGH SCORES

We've seen some amazing scores, thanks to the dodgy shell/1-up trick on level 3-1 but for 100% organic Mario scores, the Challenge and Super Player modes seem to be harder to beat.

MARIO DELUXE

Original
3,067,200 Dave Hartley, Burgess Hill
2,095,100 Andy Scheuber, Stevenage
2,030,400 Nick Bec, Salisbury

Challenge

1,264,100 Catherine Wakely, email
1,181,550 David Texeira, New Zealand
1,180,100 Dave Hartley, Burgess Hill

Super Player

95,550 Leigh Madden, Hull
88,500 Mark Kelly, Cheshire
70,100 Helen Stuthridge, Merseyside

TETRIS DX

40 Lines (level 0)
1:31 Richard Ford, London
1:32 Nick Bec, Salisbury
1:34 Nick Horn, Thetford

Ultra (level 0)

21,488 Richard Ford, London
20,392 Nick Horn, Thetford
20,389 Chris McCabe, Banbridge

Marathon (level 0)

4,101,580 Nick Horn, Thetford
2,559,613 Richard Ford, London
1,823,016 Nick Bec, Salisbury

Marathon (level 9)

6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London
2,240,101 Andrew Marriot, E'burgh

GAME & WATCH GALLERY

Donkey Kong

9999 Jonathan Dennis, Stansted
2626 Ryan Medlock, Cobham
1830 Nayden Koon, New Zealand

Parachute

3138 "Marc", via email
1241 Christopher Smith, Cleveland
1203 Tommi Aarek, Finland

Chef

1803 "Marc", via email
1496 Christopher Smith, Cleveland
1473 Audun Krudsen, Norway

Helmet

2925 Jonathan Dennis, Stansted
1518 Luis Costigan, Sutton
1164 Martin Hall, Dover

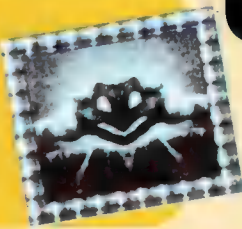
Scores wanted

Send your high scores to:
Planet Game Boy (high scores),
N64 Magazine, 30 Monmouth St,
Bath, BA1 2BW.
Email us at n64@futurenet.co.uk.

Game Boy Gallery

WINNER!

Dean Bycroft must be handy to have around at a children's party – his expertise at making funky hand animals is plain for all to see. We reckon this one is a pumpkin-headed Jes beast.



From Andrew Hyland of Accrington.

As seen in many a George Romero film. This zombie is the creation of Paul Hacarevic.



Has Jimmi Aarela tampered with this one at all?

David Scates from Chatham, in full Saturday night gear. Nice.



It's a celebration of our mutie nation. Wicky-wa-wa.

Oh yes indeed. We've got every excuse to be getting jiggy with it, because this has been another bumper month for Game Boy Camera artistry. Your pictures have been flooding in from Australia to Scandinavia, via alien-infested Driffield, making this a very high quality selection of freaks.



It was tough selecting an office favourite too, with some particularly fine stickers from Cecilia Schultze Olsson, 'Walrus' John Tucker and Russell Dawes, amongst many others. The most stomach-churning pic has to be the foul creation at the bottom of the page, from the Davies brothers – it was responsible for a widespread loss of appetite in

these parts, and now every reader can experience the same unsettling effect. But the winner had to be Dean Bycroft, who showed a keen eye for a striking image with his collection of unusual pics. Keep up the good work folks, and keep sending those pictures. We've got plenty of breakfast to become reacquainted with.



Entitled 'Mrs Frankenstein' by Emma Beyno of Ammanford. Excellent flowery head band thing.



Cecilia from Sweden – a woman with far too much time on her hands. Those are real pencils.



The two-headed creation of Andrew Szczepaniak.



We saw one of those at Roswell once, and so did Russell Dawes.



Zoe Graham of Wigan, seen by her brother Matthew.

Francis Walker from East Kilbride, and a face only a mother could love. That's an excellent vacant stare.



This one's by a guy who calls himself 'Walrus' John Tucker. Now we all know why.



It isn't, is it? Surely not. Anyway, whatever it is, it's from Aaron Baker of Stockport.



Thanks to Stuart Forbes for this top glamour pic.

Jason Frost from Down Under. That's what happens when you eat dodgy shrimps.



Richard and Andrew Granville sent in this effort, which they call 'Jeff Evil'. How very odd.



Daniel and Steffan Davies came up with this disgusting... What's it supposed to be?



Send us your freaks!

Have you got a hotpot of creative urges just simmering away inside your head? Then why not use the GB Camera to sup warming gobfuls of that hearty artistic soup? Well, you know what we mean. And if you haven't got a GB Camera then put it at the top of your shopping list – it's one of the best carts you'll ever own.



Slot it in your Game Boy and you too could be seeing your creations printed right here.

Send your pics to: Game Boy Gallery, Planet Game Boy, N64 Magazine, 30 Monmouth St, Bath BA1 2BW



EVERY MONTH – ONLY WITHIN THE PAGES OF





FREEZE MODE



INFINITE LIVES



EXTRA WEAPONS



INFINITE HEALTH

EQUALIZER

CHEAT CODE CARTRIDGE

FOR NINTENDO® 64



CODE GENERATOR*



EXTRA VEHICLES

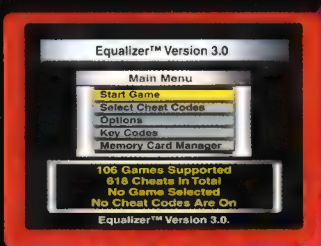


EXTRA CHARACTERS

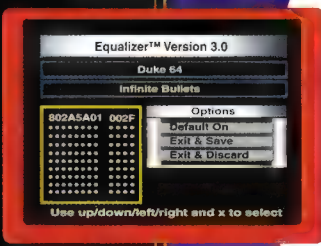


INFINITE AMMO

CHEATING DEATH HAS NEVER BEEN EASIER!



MAIN MENU



CODE ENTRY SCREEN



S.R.P
£19.99

100%
ACTION REPLAY
COMPATIBLE

Become indestructible using EQUALIZER™, the new cheat code cartridge for Nintendo® 64. You can access HUNDREDS of the HOTTEST cheat codes for the greatest games - PLUS there's space to store thousands more. You can easily program NEW codes as they become available, and you can even find and create YOUR OWN GAME BUSTING CHEATS with Equalizer's™ unique in-built CODE GENERATOR*. There's also V-RAM VIEWER, which allows to view secret in-game graphics.

Simply FREEZE the action of any game DURING GAMEPLAY. Enable any of Equalizer's™ CODE CRACKING utilities - then simply press a button to jump back into the action!

CHEAT WARE
by Datel

THE UK'S BEST SELLING NINTENDO® 64 CHEAT CARTRIDGE !

Source: Chart Track, August 99.

CALL D3 WORLD TO ORDER:
0845 6010015

Nintendo® 64 is a registered trademark of Nintendo Inc. This product is not sponsored, endorsed or approved by Nintendo Inc.
*IMPORTANT - Requires Nintendo® or Datel Nam Expansion Pak to utilise this feature

CODEjunkies

GAME RELEASE DATES • NEW ACTION REPLAY™ & EQUALIZER CODES • COMPETITIONS • CHARTS

CALL NOW - UPDATED EVERY FRIDAY

0891 516355

Lines open: 24 hours a day, 7 days a week.
Calls cost 50p a minute. UK ONLY.

www.codejunkies.com

AVAILABLE FROM:



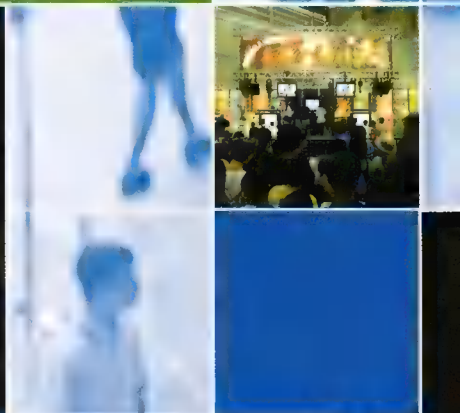
GAME



AND ALL OTHER LEADING RETAILERS



N64



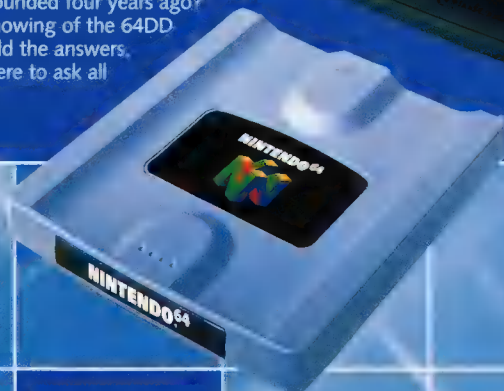
played at SPACEWORLD 1999

Makuhari Messe, Tokyo

As we discovered at Spaceworld, rumours of the 64DD's death have been greatly exaggerated...

Remember the 64DD? Nintendo have been busy working on this N64 disk drive for donkey's years, promising that its writeability, combined with a hefty storage space would bring bigger and better games, and a sackful of add-on disks for existing titles.

Since its announcement, though, almost every game destined for the 64DD – *Ocarina of Time*, *Resident Evil*, *Mother 3* – has moved to cartridge only. So, now that the disk drive has finally got a Japanese release date – 1st December – is it still as impressive as it sounded four years ago? The first public showing of the 64DD at Spaceworld held the answers, and N64 were there to ask all the questions.



DOSHIN THE GIANT



If there was anyone at Spaceworld doubting that the 64DD had the volume to usher in an entirely new type of gaming, the sight of a yellow, hammering 700ft-tall giant should have put them up. *Doshin the Giant* is breathtakingly

original, aimed to look stand a whole host of fun.

You play as Doshin, who stomps around a small village doing deeds for the inhabitants. Good deeds – flattening land and fetching building material – see the villagers showering you with hearts, which in turn help you to grow. Bad deeds, though – such as when we picked up a man and dropped him in the sea – cause Doshin to shrink and turn an evil shade of red. The idea is to find the perfect balance between good and evil. We think.

We had great fun simply playing around with *Doshin* – trampling on animals, ripping up trees, and



pulling up the ground with our over-sized hands. Interestingly, the 64DD's internal clock means that the village keeps functioning even when the machine is switched off, and there are already two 64DD sequels planned – 'Black' and 'White' –

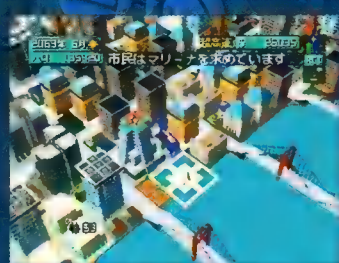


which will re-write data on the original game disk and alter the game in some way.

SIM CITY 64



Doshin wasn't the only giant to be found pushing buildings at Spaceworld – this updated version of *Sim City* for the 64DD features a giant Mario, standing on your specially built cities with his trademark brown boots.



Unlike previous versions, *Sim City 64* is entirely in 3D. This means that, incredibly, you can zoom right down to street level and see your city from a pedestrian eye's view. The detail is astonishing, as cars drive around with working

headlights, and pedestrians wander the streets – and you can replace their faces with your own using the Capture Cart, an add-on that allows the 64DD to download images from video, TV and digital cameras.

Other than that, *Sim City 64* is exactly what we've come to expect from the city-management series. Houses and roads are built, citizens complain about taxes, earthquakes occur, and there's a bundle of confusing graphs and charts to help track your progress. It doesn't push the 64DD to its limits – Japan had a

version of *Sim City* on the N64 two years ago, after all – but it's certainly the best-looking and most user-friendly *Sim City* we've come across.



F-ZERO X EXPANSION KIT



Having finally got our hands on this 64DD extension for the original *F-Zero X*, we can barely contain our excitement. It's everything we hoped for and more – a fully-fledged track editor and a highly detailed creation

craft utility for the N64's first non-kart racing game.

After you've turned on the N64 and the 64DD, two new options appear on *F-Zero X*'s main menu screen. The first, 'Course Edit', takes you to a track designer that's apparently near-identical to the one used by *F-Zero X*'s developers to create the original courses. You can lay down anything you like on the chequered 3D grid, including jumps, turns, tunnels and those deadly tubes from the original Big Blue track. We created a truly horrific course with three complete 360-degree turns and wide banked curves, then raced on it. And fell off.

The second new option in the menu – 'Create Machine' – lets you fashion your own customized craft.

A host of spoked, rack-like and wing sections are available to choose from, and there's a hugely comprehensive paint tool which allows you to spray your machine in whichever way you fancy. With room on the disk for up to 700 cars and courses – and three ghost cars per track – the potential is limitless.

Oh, and the kit adds two new championship cups to the main game, too. We love it.



THE STUDIO TRILOGY

We got the chance to test out the finished versions of 64DD's trilogy of 'creative' titles at Spaceworld. Here's the line-up:



use as backgrounds, or even walk through in first-person.

Polygon Studio

Polygon Studio is similar to *Paint Studio*, but uses 3D rather than 2D shapes. Starting with simple cubes and cylinders, you pull on the analogue to stretch the shape in any way you choose, then wallpaper the final form with patterned textures. The potential is enormous - at the show, Nintendo demonstrated how to create a 3D Pikachu and store it in its own virtual rotating display case.



Paint Studio

Paint Studio was up to the standards of expensive image manipulation software on the PC. Along with the usual brushes and shapes, you can texture and add 'filters' - effects such as swirl, emboss and plinkate - and sequence pictures together to create animations. There's even a bundle of pre-rendered 3D scenes to manipulate,

Talent Studio

Talent Studio is slightly more obscure. To use it, you'll need a picture of a face, which you can scan into *Paint Studio* using the Capture Card (a cartridge that



polygona virtual of ourselves dancing a jig. It's been a hilarious.

By themselves, the three 'Maker' games are limited - but imagine, in future, being able to incorporate your own characters and



lets the 64DD download images from video, TV or digital camera) or a Game Boy Camera. You can then stick that face onto a 3D body, and watch it dance. Or play baseball. Or star in a pantomime. We think the appeal of this kind of thing is probably restricted to Japan, although watching a

backgrounds into compatible games, or create your very own N64 games from the ground-up. We'd bet that Nintendo have very big plans for these 64DD titles.



AND THE REST...



lete's new strategy game, *Ultimate War*, is a frighteningly realistic vision of a future war. Unlike other war simulations, you can actually see your tanks and troops on the photo-quality isometric map, and move your platoons using simple sweeps

of the analogue. Once that's done, you can watch the war unfold in real-time, eye-splittingly sharp 3D, via cameras scattered around the battlefield. Expect *Ultimate War* to take full advantage of Land Net, with multiplayer battles possible via the 64DD's Internet link-up.

Also for the 64DD, we caught a glimpse of *Japan Pro Golf Tour*, a beautiful-looking golf game with 10 courses; a host of real-life putting stars and a create-a-player facility; and *Yusuke Irie's Mah-Jongg School*, a mah-jongg game for beginners, featuring well-known mah-jongg player and TV personality Yusuke Irie. Ask Will.



N

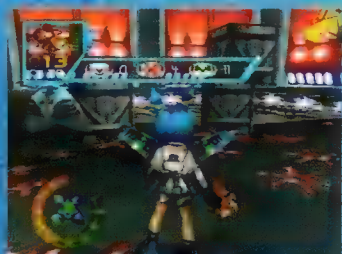
THE LATEST UK N64 GAMES REVI

N64 MAGAZINE

ARENA

Having trouble finding a game?

Try EA Games on 0141 334 3901 and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!



Jet Force Gemini

The first ever review of Rare's bug-splattering shoot-'em-up!

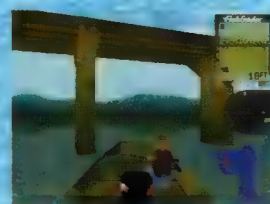
GO TO PAGE 50



Mario Golf

It finally gets a PAL release – is it still the king of the swingers?

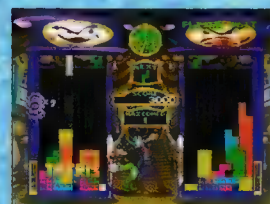
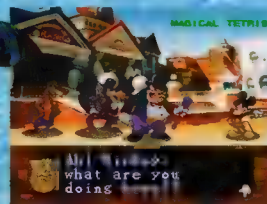
GO TO PAGE 58



In-Fisherman Bass Hunter

Attach bait. Cast rod. Wait. Possibly forever. Fishing, eh?

GO TO PAGE 62



Magical Tetris Challenge

Is this Mickey Mouse-themed puzzler mind-blowingly fine?

GO TO PAGE 64



Don't forget to visit the

IMPORT ARENA

The games they're playing in America and Japan.

F-Cup Maniax

Or, if you prefer, *Fighters Destiny 2*.

GO TO PAGE 66

Neon Genesis Evangelion

Climb into a giant robotic shell and start punching.

GO TO PAGE 68

Ogre Battle 3

It's a strategy game dressed up as an RPG. Odd, that.



GO TO PAGE 70

REWED, RATED... AND COMPLETED!

How it works

Team 64 are gaming experts. They can play games and finish them, make definitive judgements and write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

KICKLE CUBICLE 64

FROM: Nintendo

CART SIZE: 510Mbit

HOW MANY PLAYERS:

CONTROLLER PAK:

CARTRIDGE SAVE:

PASSWORD SAVE:

EXPANSION PAK:

RUMBLE PAK:

GB PAK:

WHEN'S IT OUT?

April May Nov

COST: £40

THE INFO BURST

Look for this in all our reviews to get an idea of whether the game in question uses N64 peripherals like memory and expansion paks. Also, we'll tell you whether it works with the new GB Pak, when it's out and how much it costs.



GAMERS TV LINK

Watch out for this special symbol – and the date – as it means that one of our reviewers will be appearing on ITV's Gamers show at 12.30 on a Saturday, reviewing the game in question!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!



PLUSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.



IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.



VISUALS

What does the game do with the N64's stunning graphical power?



SOUNDS

How good are the game's sound effects and music?



MASTERY

How well does the game make use of the N64 and its incredible hardware?



LIFESPAN

Will the game last you for months or a matter of hours?



VERDICT

An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses and minuses



● Amazing levels.



● Appalling music.

If you like this...

Mickey Mouse 64

Rare
N64/45, 96%
Amazing Mario-beating sticky Mouse + this

9 VISUALS

8 SOUNDS

8 MASTERY

7 LIFESPAN

VERDICT

HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth

90%

<p>85% and above</p> <p>Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.</p>	<p>84% - 70%</p> <p>If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.</p>	<p>69% - 50%</p> <p>Every so often there comes along a game that's perfectly playable but just not special in any way – and simply doesn't make good use of the N64.</p>	<p>49% - 20%</p> <p>Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.</p>	<p>19% - 0%</p> <p>The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.</p>
---	---	---	--	---

TEAM 64

We've spent far too much time playing the superb *Jet Force Gemini* this month – so much so that we've all adopted Rare's very own Worrying Stare™. Prepare yourself for a shock...

<p>TIM WEAVER "Now my cruelly emotionless stare will be even more effective!" screamed Tim, looking cute.</p> <p>GAME OF THE MONTH Jet Force Gemini</p>	<p>WIL OVERTON It wasn't Jet Force, but the sight of dancing hamsters at Spaceworld that did this to Wil. Fool.</p> <p>GAME OF THE MONTH Ogre Battle 3</p>	<p>ANDREA BALL "Thanks to the increased eye-to-face ratio, my bottle of fake tan will last even longer!"</p> <p>GAME OF THE MONTH Jet Force Gemini</p>	<p>JUSTIN WEBB "Surely I can't look like the devil three months in a row?" claimed Justin, aka Satan's Little Helper.</p> <p>GAME OF THE MONTH Jet Force Gemini</p>	<p>JES BICKHAM Too much Jet Force, Jes? "No, new contact lenses. They're a hideous mistake, aren't they?"</p> <p>GAME OF THE MONTH F-Cup Maniax</p>	<p>MARTIN KITTS Martin's new eyes hypnotised us all. When we awoke, he had blood underneath his fingernails.</p> <p>GAME OF THE MONTH Mario Golf</p>	<p>MARK GREEN This month, Greener's eyes were officially declared the second most of Earth. Smashing.</p> <p>GAME OF THE MONTH Jet Force Gemini</p>	<p>PAUL EDWARDS "Dude! These eyes are radical! They look almost like a pair of super-cool surfin' shades!" Yes. Almost.</p> <p>GAME OF THE MONTH Mario Golf</p>	<p>NEIL PEDOE Pete's gone AWOL, so Neil roared in on his motorbike to replace him. Mums love Neil.</p> <p>GAME OF THE MONTH Jet Force Gemini</p>
--	---	--	--	--	--	---	--	---



CE GEMINI

GO! GO!

CHOOSE YOUR AMMO
 When you collect an enemy's weapons, you often get bombarded with useless junk. However, if you're fully stocked up with it, it's already a lucky you can probably skip the game in free. We've selected more effective items, ammo for the plasma shotgun is a nice choice. As you move to the next mission, the choice you want to make is whether you want to recharge before you start the next mission, or even if you've got a choice left, you'll have a hard time for the survival of your choice.

POWER TEAM

When you get all three characters to Mizar's palace, King Jeff of the Tribals will power them up for the second part of their mission. Juno and Vela each get a cool jetpack (which Vela wears in a particularly fetching off-the-shoulder manner), and Lupus (who could hover anyway) gets welded into a superb tank. It should take around 12 hours to get that far, but the really difficult stuff is yet to come...



◁ Sadly, Floyd doesn't get powered up.

◃ Juno certainly looks the part in his cyber biker's gear.

△ Lupus is a force to be reckoned with in that tank. This is one hoard you don't want to mess with.



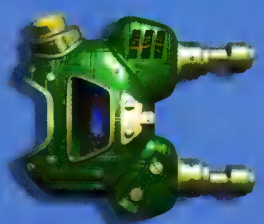
◁ Vela shows off her cool backpack and sharp lighting effects.

File access: **HARDWARE**

Briefing: In addition to the standard Jet Force pistol, team members can find up to 12 other weapons. This selection of eight should be enough to wipe the grin off Mizar's mandibles.



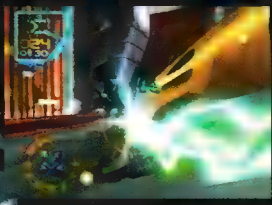
SHOCKER



LOCATION:
 Spawnship

DESCRIPTION:
 Short range electro stun weapon, inducing temporary paralysis. Prolonged exposure likely to prove fatal.

ORDERS:
 To be relied on only as a last resort...



MACHINE GUN



LOCATION:
 Goldwood

DESCRIPTION:
 Rapid-fire multi-barrel automatic weapon. Devastating against all targets, particularly airborne units.

ORDERS:
 Conserve ammo for larger targets.



PLASMA SHOTGUN



LOCATION:
 Goldwood

DESCRIPTION:
 Capable of firing quick single shots or more powerful charged versions. Reliable against lone enemies.

ORDERS:
 Use as backup for machine gun.



TRI ROCKET LAUNCHER



LOCATION:
 Tawfret

DESCRIPTION:
 The most powerful weapon in the Jet Force armoury. Triple rockets explode with a very wide blast radius.

ORDERS:
 Keep that thing away from the bears!



A TRIBAL QUEST

Having spent your first few days with the game happily shooting chunks out of every Tribal you come across, you'll find that they do actually have a purpose when it comes to finishing the game. In fact, you'll never catch up with the evil Mizar unless you can make use of some ancient Tribal technology, and the only way to do that is by exploring every last inch of each level – save those furry critters!

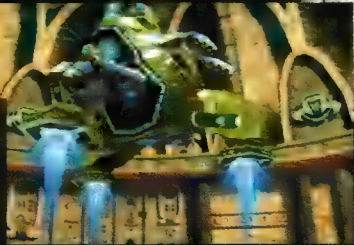
◁ A shower of sparkles indicates a successful rescue. Well played.



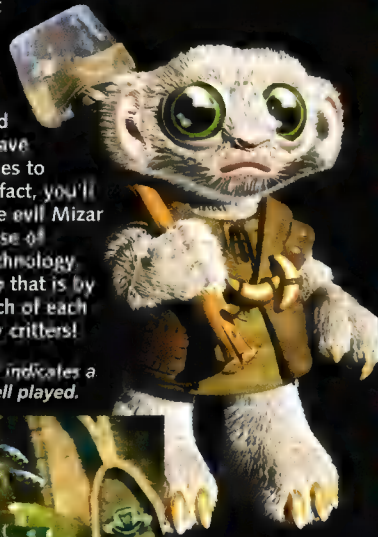
Ah, you have pleased King Jell. A wise move, Juno.

At last, you have all the parts! And not in a million years! Let's get to work on this. You can link his ancient computer to find if it's the real deal.

△ Finding all the bits you need to get this far isn't easy. Locate those bears!



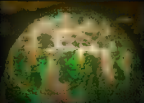
△ Sorted. And yes, that's how good the in-game graphics are. You'll come across plenty of these cinema scenes throughout your quest.



SNIPER RIFLE



LOCATION: Goldwood



DESCRIPTION: Magnifying scope locks on with devastating accuracy. One direct hit will vaporise most enemies.

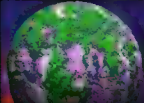
ORDERS: Use C-buttons to dodge while aiming.



HOMING MISSILE



LOCATION: Rith Essa



DESCRIPTION: Long-range missile capable of locking on to multiple enemies, although it will also lock onto friendly units.

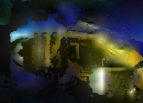
ORDERS: Cancel lock if target square is red.



CLUSTER BOMBS

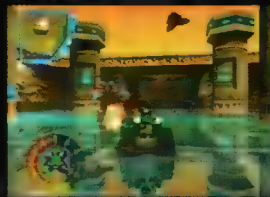


LOCATION: SS Anubis

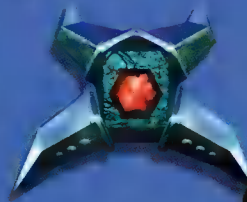


DESCRIPTION: Single large explosion, followed by three parachute-equipped mini-bombs. Ideal for wholesale destruction.

ORDERS: Use to dispose of entire platoons.



SHURIKEN

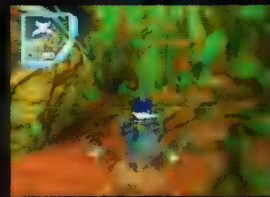


LOCATION: Goldwood



DESCRIPTION: Heat-seeking blade which will decapitate smaller Drones. Locks on to multiple targets. Can be reused many times.

ORDERS: Be sure to recover used shuriken.





DIAMOND GEEZER

Need some extra health, or maybe you need the services of Diamond Goober, the long-haired, pink, fuzzy alien? You can get a full service and recharge all your weapons – even the extra-long ones like the lightning axes and lightning whips. Don't worry about getting with the other tokens in the arena, you can only carry an extra one. Mr. Goober is a most peculiar character, but the most common of the sort at the Wag-Wag. You can even see him in the new map, Wag-Wag.



BOSS BATTLE! CANINE BUG BAITING

There's a massive boss lying in wait for the Jet Force team at the end of each of the three routes, plus something a little bit special once the characters have been reunited. Here's a sneak peek at Lupus's personal giant bug problem...

OMENS

When you come across a room like this, you know there's going to be... trouble. Stacks of ammo, health gems, and an ominously dark doorway.



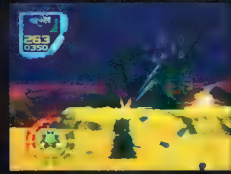
BUGS

So that's why we were permitted to tool up. Not just one, but two huge preying mantises, armed with homing missiles and lasers. Time to worry.



STYLE

The boss battles are very much like Lylat Wars' – you can move left and right to avoid incoming missiles, but you have to keep plugging away.



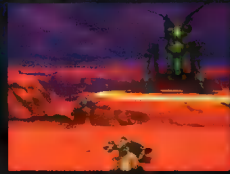
DAMAGE

The vulnerable parts on these bad boys are tiny, and you can only hit them immediately after they flash white. The machine gun works a treat here.



DEATH

Once your ammo has gone, you're heading for a whole world of hurt. Poor Lupus battled bravely but in vain. His doggy yelp will be sorely missed.



HEAD COUNT

The enemies in *Jet Force* are somewhat prone to taking their heads off. This is a bit of cranial damage, but with the amount of time being unleashed at the ground, it's the way.



you can collect the heads – they make a funny noise when you walk over them. In Mizar's case, you can also collect the heads of Tribals, if you don't fancy collecting them, and you can get a few extra heads into a battle enemy if he wasn't considerate enough to furnish you with his own. The head will just fly off his body and land nearby.



TARGET PRACTICE

Avoid unfortunate 'friendly fire' incidents, thanks to automatic enemy identification.

Hunt

There's no sneaking away when you're that big, but the targeting system identifies the giant Drone as an enemy by making him flash green anyway. Just to be sure.



Engage

The tri-rocket launcher doesn't have a lock-on system, so make sure the sight is within the boundaries of the targeting box when you unleash those missiles.

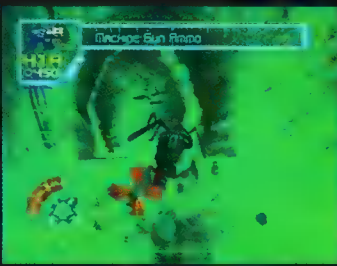


Destroy

And he's down! Even a hefty monster like that one won't be getting up from a direct hit. Pop another one into him to make sure – he'll explode rather nicely.

NIGHT VISION

Each character has to make their own way into Mizar's fortress. Juno wades through a pool of lava, Vela takes a dip through an underwater maze, and Lupus gets to use some extremely cool night vision goggles. There's even an authentically grainy look to the graphics when you step into the darkened corridors.



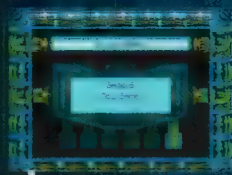
A family of bears rejoice after being found by the kindly Lupus. Ahh.

The tunnels light up when you pump a few rounds into an unsuspecting ant drone.



SOD'S LAW

are six different save slots for its own set of stats and items that Rare have the seen the a standard pak why need six slots is it's a idea if going to be lending cart-to-of even five its a sui the else plays, just first and start



TOTEM WHOLE

In order to find all the hidden levels and bonuses in the game, you have to explore the darkest corners and locate one, something you know a bonus has been unlocked. To find out what it was, you'll have to search for a hidden



The incredible artificial intelligence in this game includes cowardice. Some of the bugs you encounter, particularly the blue ants, will do a runner if they think they're outgunned - lock a homing missile or shuriken onto them and watch them scatter! Even better, yellow ants often drop their weapons and surrender at the slightest provocation. Show mercy.



BEYOND SOLO

Jet Force has more than its fair share of multiplayer games, although we found them to be something of an acquired taste.

BATTLE

The most interesting four-player game is the battle mode - a standard death match. There are plenty of characters to unlock and loads of options to tweak, but we weren't all that enamoured with it, what we'd really preferred - it's way too hard to kill things (anything less than a missile launcher does too little damage) and the quartered-screen makes the controls very awkward. Its saving grace is the Rith Esja level, which is one of the best deathmatch arenas we've seen in a long time.



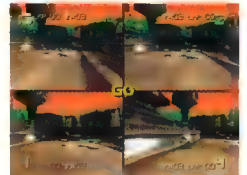
TARGET

The target game is great - rather like a cut-down version of Knife Edge. Except unlike Komco, Rare don't have the cheek to expect you to pay £40 for it on its own. The aim is to hit as many ant targets as possible, whilst avoiding the bees and conserving ammo. It's better with two players than four, as it's easier to keep track of your gun sight.



RACE

Once the two bonus racing games have been found, you can play them in the multiplayer mode. The controls take some getting used to, since you just push the joystick in the direction you want to go rather than use an accelerator, but it's a nice little extra thing to have in the game. Unlikely to oust Mario Kart as the four-player racer of choice though.



You've never seen a shoot-'em-up look this good before. Pure quality.

Grenades aren't the best way to get rid of these evil shielded bugs.

Explosion, innards and a healthy amount of flying ant bits. It's as violent as you like.

A great view of those amazing blue pigtails.

You'll quickly find your favourite character. We're partial to Vela's bionic miniskirt.

It's been a long time coming, but while we've been twiddling our thumbs since finishing *Banjo-Kazooie*, Rare have been busily refining what has turned out to be the secretive British company's finest game since *GoldenEye*, and the best shoot-'em-up you're likely to play in a long time.

Jet Force Gemini's opening moments offer so much visceral excitement that you know you'll be spending your entire time in the game's company with a pulse rate so dangerously fast that it'll probably knock a few weeks off the back end of your life. It's a relatively sedate introduction, compared to what lies in

Super Metroid, *Turrican* and even *Lylat Wars* thrown in. The Jet Force team comprises Juno, a boy who can walk across lava, Vela, a girl who can hold her breath forever, and Lupus the amazing flying dog. Together with their robotic pal Floyd, a reformed member of Mizar's army, their mission is to defeat the evil intergalactic tyrant's legion of heavily armed bugs and rescue the peace-loving Tribals. They start from three opposite points of the Y-shaped map, meeting at the centre for some serious mayhem.

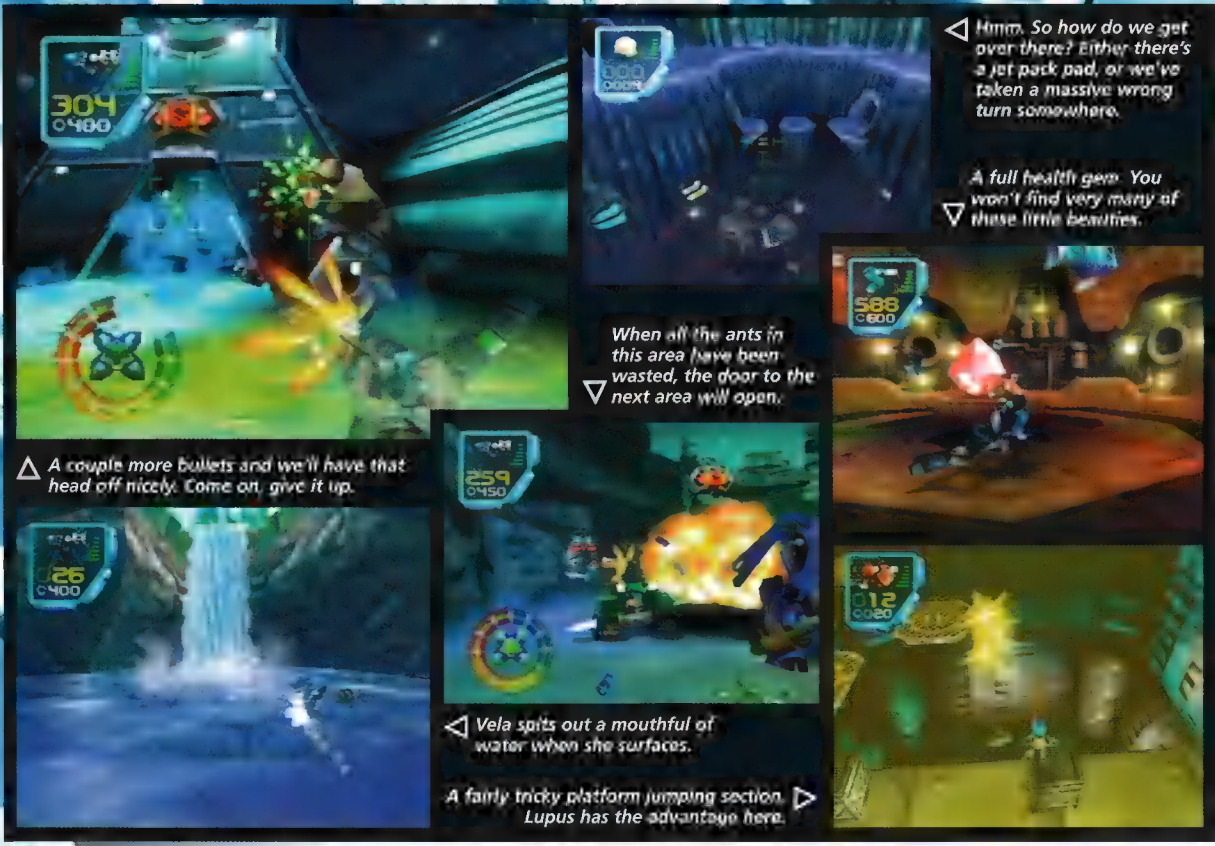
Getting there isn't easy. The levels are divided up into rooms, with the door to the next area only opening when you've

MASTERY ...you'll spend your entire time with a pulse rate so dangerously fast that it'll probably knock a few weeks off your life.

wait over the next 40-odd hours. You'll find yourself beset by hordes of staggeringly intelligent enemies, filling the screen with exploding body parts, and by the time the last drop of alien gore has settled on the gorgeous landscapes, you'll be clicking the trigger on an empty chamber, with barely enough time to mop your fevered brow before the next wave arrives, intent on revenge.

Rare's latest jaw-dropper of a game might look like nothing you've ever seen before, but at heart it's an old school shoot-'em-up with more than a little bit of

wiped out the very last alien Drone. As long as you don't leave for a new level, the enemies will not regenerate, allowing you to explore safely in search of the many secrets and hidden areas you need to find in order to complete the game. The enemies come in two main varieties - airborne and ground troops - with many sub-categories. The flying aliens swarm overhead in *Galaxian*-style waves of 10 or 20, but it's the standard Drones that will give you the biggest headaches because they can seem, at times, unnaturally smart.



△ A couple more bullets and we'll have that head off nicely. Come on, give it up.

▽ Hmm. So how do we get over there? Either there's a jet pack pad, or we've taken a massive wrong turn somewhere.

▽ A full healthy gem. You won't find very many of these little beauties.

▽ When all the ants in this area have been wasted, the door to the next area will open.

△ A couple more bullets and we'll have that head off nicely. Come on, give it up.

△ Vela spits out a mouthful of water when she surfaces.

△ Vela spits out a mouthful of water when she surfaces.

△ A fairly tricky platform jumping section. Lupus has the advantage here.

△ A couple more bullets and we'll have that head off nicely. Come on, give it up.

△ A couple more bullets and we'll have that head off nicely. Come on, give it up.

VISUALS ● Jet Force displays real-time reflections, proper shadows, and an olympic-sized swimming pool's worth of liquid bug-juice.

How many times have you seen an enemy run away from you if you storm towards it, lobbing grenades in its general direction, only for it to pop out of its hiding place and shoot you in the head when you turn your back? Never in any other console game, that's for sure. The Drones in *Jet Force* do all that and more. They find alternative cover if you blow up the box they're hiding behind, they duck behind shields, scatter, return mob-handed, and even break off a battle to

execute a prisoner – just to wind you up. The fact that they behave so naturally makes killing them all the more satisfying. They also die very well indeed. The average encounter results in more flying limbs, heads and goo than any other game we've seen, and thanks to *Jet Force's* generosity with ammo for your 13 weapons, you'll rarely find yourself stuck with the standard weedy pistol for too long. The guns, bombs, missiles and pointy things allow for an impressively wide variety of different bug-dispatching techniques, with some terrific visual effects to accompany them.

And the game *never* fails to impress with its incredible looks. The environments are enormous, often stretching off into the sun-drenched horizon without even the slightest hint of pop-up, and it's silky-smooth throughout. The programmers responsible have managed to push the N64 to hitherto unheard of levels of performance. Whilst *Turok 2*, magnificent as it is, sometimes slows down to a snail's pace within its veil of fog, *Jet Force* throws around entire squadrons

of airborne enemies and intelligent footsoldiers, and *still* manages to find time to display real-time reflections, proper shadows, and an olympic-sized swimming pool's worth of liquid bug-juice.

Of course, graphical splendour isn't the be-all and end-all. *Jet Force* is a joy to play, once you've learned the controls. To cater for both shooting *and* platform exploration, there are two completely different control styles. The first is like a cross between *GoldenEye* and *Banjo*, with the joystick used to move around. The second, activated by holding R, moves you into a semi-first-person view behind your now-transparent character, in an exact replica of the *Turok* system. It works superbly in the one-player game, but it's a little too much to handle when the heat is on in the four-player Battle mode.

In fact, the multiplayer mode is the only blemish on *Jet Force's* near-perfect record. It's not at all bad, and there's plenty of fun to be had with four players if you're prepared to stick at it, but compared to *GoldenEye's* masterful deathmatches, it isn't really up to scratch.

But that's a fairly minor complaint when you've got a one-player game so superb. It's like stepping back to the days when games developers weren't prepared to sacrifice framerates for flashy special effects, yet *Jet Force* still has all the technological wizardry that has made Rare's last few games among the most eagerly anticipated and highly regarded titles ever. You simply *must* play this.



△ This area features giant bugs, frozen in blocks of ice. Mizar lies in wait somewhere around here.

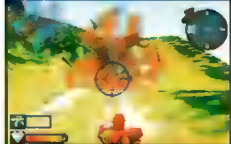
pluses and minuses

- +
- The best graphics around.
- Old school shooting gameplay.
- Huge levels.
- Great sub-games.
- Warped sense of humour.

-
- Tough for beginners.
- Lukewarm multiplayer.

If you like this...

Woolly Harvest
DMA
March 91%
Epic, full on, and fun!
Full on, full on, full on!



10 VISUALS

Solid, shiny, superbly drawn. Wipes the floor with every other N64 game so far.

9 SOUNDS

Intense Dolby surround sound effects and a rousing score.

9 MASTERY

Detailed environments, swarms of enemies, no slowdown or fog.

8 LIFESPAN

Impressively big and secret-packed, and it's great fun revisiting old areas with new weapons.

VERDICT

A welcome return to the old-school value of playability. So much fun you'll want to shout and thank Rare that somebody still cares about gameplay.

93% N64
MARTIN BATES

PREVIOUSLY IN N64 *The Japanese version of Mario Golf got a big thumbs up back in N64/31.*

TOURNEY TIME

Playing tournament mode is the quickest way to open up new courses, because of the number of points waiting to be snapped up – four consecutive wins will earn you all but the sixth and final course. You play against 29 virtual



characters, although you only ever see them as a name and score on the leaderboard. It reads like a Who's Who of Nintendo characters, including Chain Chomp, Hammer Bros, Malon, Talon, Darunia, Pigma, Cheep Cheep, Navi and Saria. Shame you can't play as any of them though.



Easy? Not with such a strong wind blowing across the Koopa's shell. The green is tiny too.



Blue Yoshi considers wrapping his three wood around Wario's neck. Temper temper.

Blind shots are certainly nerve-wracking, but Baby Mazza can handle the pressure.



This hole is brilliant – Bowser almost scored an ace here once.



Won the bet, thanks to this massive wind-assisted drive. Five points!



MARIO GOLF



Drains unblocked, showers installed, birdies scored.

INFO BURST

MARIO GOLF

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	xx pages <input checked="" type="checkbox"/>
CARTRIDGE SAVE:	<input checked="" type="checkbox"/>
PASSWORD SAVE:	<input checked="" type="checkbox"/>
EXPANSION PAK:	<input checked="" type="checkbox"/>
RUMBLE PAK:	<input checked="" type="checkbox"/>
GB PAK:	<input checked="" type="checkbox"/>

WHEN'S IT OUT?



Now October Now

COST: £40

We're all aware of Mario's multifarious talents. Saving princesses, battering bad guys, collecting monkeys and running over midgets – the lad with the 'tash can do the lot. Truly, he is a plumber for all seasons.

And now his range of skills has been extended, with the revelation that he's also a world class golfer. Hardly surprising really, because the leaderboard at major tournaments often reads like the cast list from a Nintendo game – Davis Love, Tiger Woods, Donkey Kong etc. The Japanese version was the biggest lunchtime diversion here in the office when

we reviewed it in N64/31, and now the English translation has revealed just how much golfing gameplay is packed into the cart. Read all about it...



he next course

How about that for a score? Eleven under par. Princess Toadstool rules.

When Wazza hits a perfect shot the air crackles with lightning. He's a bit tasty.

Get to grips with putting at the crazy golf course in Peach's back garden.

CHALLENGE!

It's the great equaliser. Prove your total golfing ability by playing with the wrong clubs.



Try this

Slots is the trickiest of the four multiplayer options (the others being Stroke Play, Skins and Mini Golf). Up to four can compete, and anything can happen.



Choose

Select any of the courses you've unlocked, and play through the front nine, the back nine, or all 18 holes. You can also bet bonus points for things like the longest drive.



Spin

Try your luck on the slot machine. You get one driver, one big iron, one shorter iron and a free putter. In the unlikely event of getting three stars, you get a free choice.



Play

Now play the hole using the clubs you've been given. It's all down to the luck of the draw, and it's a great way to learn to judge medium range shots with powerful characters.

ONLINE LINKS

Highlight the Clubhouse option on the main menu screen, hold Z and R, and press A. You'll get an extra password option, which you can use to compete in tournaments against players from around the world. You type in the access code, which tells the game which holes you're going to play on, and you're given a special exit code after completing your round, which Nintendo's golf boffins can use to analyse your performance. The only tournament we've seen so far was the Nintendo Power summer competition (KPXWN9N3), but have a look at www.mariogolf.net, which is where new ones will be announced.

Watch the birdies

Break par and win prizes! Those tricky bonus characters can be yours...

PUTT

Brush up on your long range putting skills by playing the mini golf game. You'll soon find that judging tough putts from the edge of the green becomes less traumatic.

SCORE

If you knock one in from a good distance, a mole will pop up to congratulate you. It all adds to the experience points you'll be awarded at the end of the round.

PARTY

Scoring a birdie (one under par) earns a victory dance from your player. Score an eagle (two under par) or an albatross (three under) for a bigger celebration.

BADGES

In tournament mode the holes you've birdied are marked with a gold badge. On Yoshi's course, an eagle at the fourth helped us to 71 under par and 14 badges.



DATA

The tournament data screen shows all your stats and records, including how many birdie badges you've earned. With 42 out of a possible 108, we must try harder.

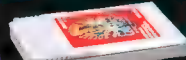
GET

After 50 birdie badges, the excellent Maple is unlocked. She has an accurate 245 yard drive (compared to Bowser's erratic 303 yards), making her one of the top players.



TRANSFER PAK

Mario Golf is only the third N64 title to use the transfer pak (formerly the GB pak) to share data with Mario Golf on the Game Boy. The handheld version includes an RPG mode, in which you can earn experience points for your characters. You get experience points for pulling off flashy shots in the N64 version too, so you can boost your abilities in either game by swapping points back and forth. There are also four extra player slots at the bottom of the character select screen, reserved for golfers uploaded from the Game Boy version.



Pop your Mario Golf GB cart in here. Get busy.



GO! GO!

THE COURSE OF DOOM

Nine hair-tearing holes – the N64 tournament of champions. Break 25 strokes on this little lot and you're a golfing genius.

GO METAL

Achieve the seemingly impossible, by getting all 108 birdie badges, and Metal Mario can be yours. Actually, there's a sneaky trick to it – you can save and retry each hole as many times as you like until you've got the birdie you need. If you play fair, you probably won't see our shiny chum until well into next year.

MONKEY BOY

The mighty Donkey Kong is unlocked only by excelling at the horribly tough ring shot mode, in which you have to hit the ball through a series of tricky placed rings and make par. Finishing one ring shot hole earns you a star (you can save a replay of your performance too). Finishing 30 of them earns you Donkey Kong, 302-yard terror of the fairways.



COURSE 5 16th hole, par 4, 407 yards

An average hitter can make it onto the third island from the tee, leaving a long wood to the green. Someone like Mario or Kong can blast it straight to the fourth with a little luck.



▲ A full fat drive should see Baby Mazza safely onto the island...

▶ followed by a flat four wood onto the green and a simple putt for a birdie.



COURSE 3 9th hole, par 5, 550 yards

The sheer size of this monstrous par five makes it very tough for characters like Peach. Even Mario has to struggle to hit the green in two, especially against a moderate headwind.

▽ This hole stretches as far as the eye can see. It's a mammoth.



▲ There isn't much point in planning a route. Try to hit the far right of the green to cut a few yards off the last carrier.

COURSE 4 12th hole, par 3, 140 yards

Deceptively simple – a birdie should be a formality, but you'll kick yourself if you don't get a hole in one. Use plenty of backspin and try to land the ball short of the pin. Keep practising.

▽ Try, try and try again until you get the perfect angle. Aim just beyond the pin.



▲ The drop is deceptive – take it into account when choosing your club.

COURSE 4 6th hole, par 3, 155 yards

Although the pin is only 155 yards away as the crow flies, it's on a hill a lofty 21 yards above the tee. Aim for about 175-180 yards – Baby Mario's powered 3-iron is perfect.



▲ The arc of the green can ruin a potentially good drive. Aim for the centre.

▶ Just look at the size of that thing. You'll have to choose a bigger club than normal.



If you read the review of the Japanese version and didn't like the idea of Mario and friends getting involved in something as mundane as golf, then the PAL version might just change your mind. With all those obscure options translated into plain English, we're finally able to appreciate the game's hidden depths and mysterious subtleties.

And there's an awful lot tucked away in there – seven different modes of play, 14 characters, 108 superbly designed holes, a putting green, time trials, bets, handicaps, replays, tournaments, and even a link-up with the forthcoming Game Boy version. It's as comprehensive as you'd expect from any game with Mario's name attached to it.

The controls are essentially the same as every other golf game since *Leaderboard* on the Commodore 64, with the important addition of power shots. You get a stock of six power shots in reserve at the start of

each round, which can be called up at any time to add a bit of extra whack if you need to hit the ball harder. However, if you manage to hit a perfect power shot by stopping the swing meter at maximum strength and accuracy, you don't lose any from your stock. If you're good enough, you could hit a power shot every time and

Whether or not you're a real ace at the game, the weather and surface conditions can easily make a mess of a shot you've pulled off a hundred times before. Even a simple tee shot can turn into a disaster when you lose your button-pressing rhythm, something which is sure to happen when you least expect it. As a multiplayer

VERDICT

It's the delicious uncertainty you face every time you play a hole that makes *Mario Golf* a genuine sporting classic.

still have six left at the end of the round, but you'd be surprised how much harder it is to get a perfect swing when you're under pressure.

It's the delicious uncertainty you face every time you play a hole that makes *Mario Golf* a genuine sporting classic.

game it's ideal, because novice players can pull off a surprise birdie or two and win thanks to the handicapping and betting system, and experts should always finish with the lowest score.

The difficulty level has been increased since the Japanese version, so you're much

COURSE 6 18th hole, par 4, 395 yards

Mario and Luigi lend their faces to one of the trickiest holes in the game. There's hardly any fairway at all, so it's best to aim for the peak of Luigi's cap, leaving a long 2-iron to Mario's nose.



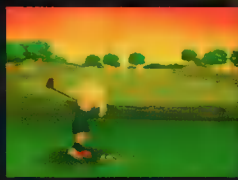
That's where you want to be aiming for on your second shot. It's very difficult to stay out of Mario's sandy nose.

△ Luigi's cap makes a nice safe landing spot for your initial drive. Don't get stuck in the rough around it though.

COURSE 1 16th hole, par 5, 448 yards

Not the longest of par fives, but don't pay any attention to the yardage. The two large hills along the fairway add an extra 50 yards if you're not a big hitter. Four is a really good score here.

▽ If you're unlucky, your ball will roll right back down the hill.



◁ The green is beyond the second hill. Just go for the biggest, straightest drive.

COURSE 2 3rd hole, par 4, 375 yards

It's very easy to make par here, but once you've unlocked some of the big characters, you can power drive right to the edge of the green for an eagle, if the wind is behind you.

▷ The safe option will get you onto the green in two strokes.



▷ Dare you go for the green in one shot? Try it when you've unlocked Bowser.

COURSE 6 16th hole, par 3, 195 yards

This beautifully designed hole is almost all window dressing. The green is actually Peach's earring, and it's tiny – about ten yards across. Power characters will struggle to make par.



◁ Remember that pose from the beginning of Mario 64?

▷ Looking good. But if the ball rolls off the green, there's some horrible deep rough.



THE DEVIL'S COURSE

COURSE 6 14th hole, par 4, 380 yards



△ If the wind is blowing hard, you stand next to no chance of staying out of the sand.



Accuracy is essential on the lethal Chain Chomp hole. If there's a strong wind, you've got little chance of hitting the 'fairway', and even less chance of landing the ball on the tiny raised green.

pin with the powerful but sometimes wayward Bowser. This fine attention to detail means that even a weed like Baby Mario can compete on even terms with his big brothers.

As you've probably gathered, we rather like *Mario Golf*. In fact the only dissenting voice on the team was Mark's (he has 'issues' with the game because it

can be hard to tell the exact direction of the wind meter). But apart from the odd minor niggle, a golf game has got unanimous approval from a bunch of people who know next to nothing about golf. Only Mazza, the plumber with the golden touch, can do this.

MARTIN KITTS

pluses and minuses



- Great graphics.
- Varied courses.
- Cool speech.
- Loads of competitions.
- Game Boy compatible.



- It's very golffy.

If you like this...

Mario Kart 64

Nintendo
N64/4, 91%
Mario and the gang in the best multiplayer game ever.



8 VISUALS

Beautifully sculpted courses that just get better and better, with a perfect Mario feel.

9 SOUNDS

Eight voice samples for each character and some fine wallpaper music.

9 MASTERY

Uses the transfer pak to great effect.

9 LIFESPAN

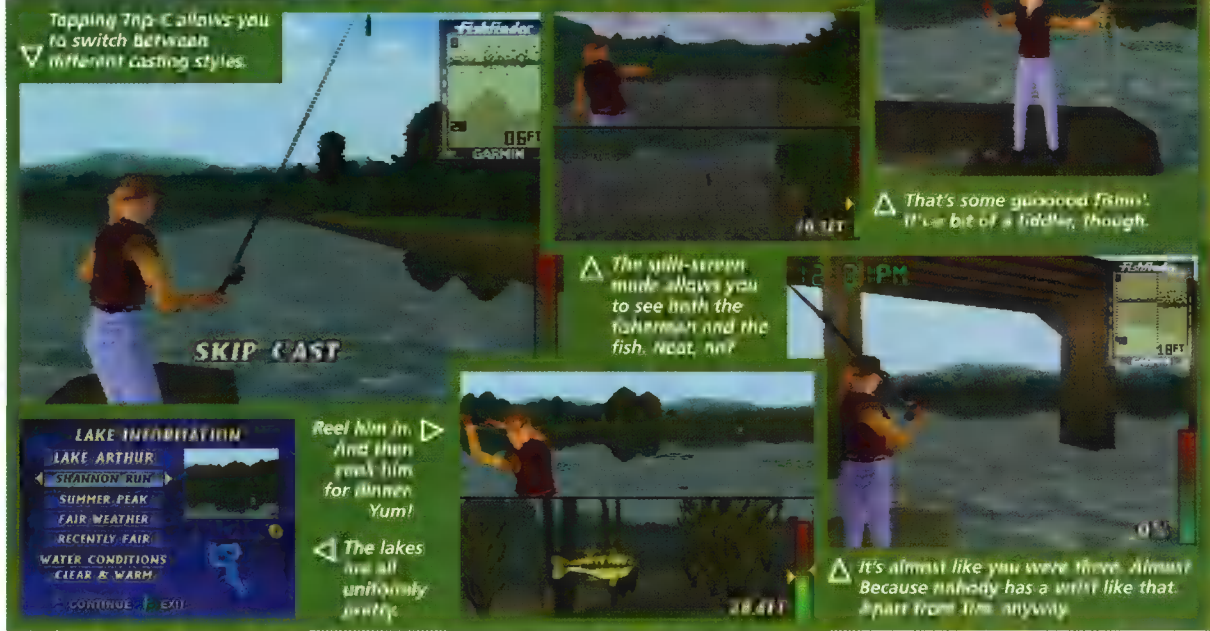
A daunting number of game variations and a brilliant multiplayer mode.

VERDICT

The best golf game you can buy, and Mazza's finest outing since he last strapped himself into his kart.



PREVIOUSLY IN N64 We've not looked at *IN-FISHERMAN BASS HUNTER 64* before. Sorry about that.





mon to fri 9.00am - 8.00pm
sat 10.00am - 7.00pm
sun 10.00am - 4.00pm

CUSTOMER SERVICE 0113 234 0999
fax 0113 234 0770
www.gameplay.com

MONEY BACK GUARANTEE!!!

If you are not absolutely delighted with your purchase for any reason you may return it to us and we will gladly exchange it for you or send a refund. Simply ring for an authorisation number and return it to us by recorded delivery. (We will make a small restocking charge of £4 or 10% of the purchase price and we would ask that you return the item in perfect condition.)
*YOUR STATUTORY RIGHTS ARE NOT AFFECTED

THE WORLD'S MOST POWERFUL CONSOLES AT BRITAIN'S LOWEST PRICES!

FREE 48 HOUR COURIER DELIVERY

To most areas in the UK, subject to security checks and stock.

OUR SERVICE GUARANTEE

All machines bought from Gameplay are fully guaranteed by Nintendo and we offer full after sales support. Unlike some of our competitors, we only sell official UK consoles backed up by genuine British warranties. If your machine develops a fault within the guarantee period, we are the ONLY mail order company who will **COLLECT IT FROM YOUR DOOR AND REPLACE IT FREE OF CHARGE!!**

- N64 Console £69.99
 - N64 Console + Mario 64 £89.99
 - N64 Console + Zelda 64 £99.99
 - N64 Console + Turok 2 £99.99
 - N64 Console + Int'l S/Star Soccer '98 £96.99
 - N64 Console + Goldeneye £89.99
 - N64 Console + F Zero X £89.99
 - N64 Console + Rogue Squadron £99.99
 - N64 Console + Banjo Kazooie £92.99
 - N64 Console + Star Wars: Racer £107.99
- SAVE MORE WHEN YOU BUY THE FOLLOWING AT THE SAME TIME AS A NEW N64!**
- Dust Cover £4.99
 - Top Gear/Drive Steering Wheel £38.99
 - Official Grey or Coloured Joypad £16.99
 - Rumble Pack £5.99
 - 1 MB Memory Card £4.99
 - RGB/S-VHS Scart Cable £6.99
 - Logic 3 Carry Case £14.99
- PLUS GET £1.00 OFF EVERY GAME BOUGHT AT THE SAME TIME AS YOUR NEW N64!!**

ORDER WITH CONFIDENCE from one of the largest games suppliers in the country. Over 310,000 customers so far!

Let them delivery free of charge to UK mainland. We provide the **FASTEST** delivery service around: 1-3 working days max on stock items. Next working day delivery from £2. Orders placed before 3pm are sent the same day (subject to stock).

100% OF TITLE. We also stock games and accessories for Sony Playstation & other consoles and PC CD ROM.

Other companies may take your **MONEY** immediately but with Gameplay you will be safe knowing that your **credit card will not be debited until your order is despatched!**

Order by credit card, cheque, Postal Orders or cash (please send cash in a registered envelope for your own protection). Sorry, no COD.

2nd Hand Games

Gameplay also stock pre-owned games in addition to our new games:

- ✓ All games must pass inspection to ensure "nearly-new" quality.
- ✓ All 2nd hand games are guaranteed for 3 months.
- ✓ Extremely competitive price.

This is how you can sell us a game:

- Your game must be in nearly new condition. We cannot accept anything with torn or stained manuals or damaged boxes and you must clean the CD before sending it to us. Remember that all games are tested when we receive them. If your game doesn't work, we will not buy it and you will have to pay a £4.00 charge to get it back.
- You must ring us before sending your game in as prices for 2nd hand games can change quite regularly. You will be given an authorisation number which will be valid for three days.
- You will receive a credit for the agreed amount which you may use against other games, either new or used.

If you would like to buy a 2nd hand game, simply ring us for the current price. If your choice is not in stock, you may book a copy and it will be sent as soon as one becomes available. All prices listed here are for new games. Please ring for 2nd hand prices.

BUY 2 2ND HAND GAMES, GET £4 OFF!

NINTENDO 64 GAMES

- 1080° Snowboarding £24.99
- Allstar Baseball 2000 £33.99
- Allstar Tennis '99 £35.99
- Astro Lanes £34.99
- Banjo-Kazooie £24.99
- Beetle Adventure Racing £26.99
- Bio Freaks £34.99
- Blastcorps £18.99
- Body Harvest £14.99
- Bombberman Hero £27.99
- Bust A Move 3 £29.99
- Carmageddon £33.99
- Castlevania £32.99
- Chameleon Twist £16.99
- Chameleon Twist 2 £35.99
- Command & Conquer £37.99
- Dark Rift £17.99
- Diddy Kong Racing £22.99
- Doom £10.99
- Duke Nukem Zero Hour £31.99
- Earthworm Jim 3D £35.99
- EPGA Golf £CALL



ROGUE SQUADRON
RRP £44.99
£36.99

- Extreme G 2 £33.99
- F1 World Grand Prix £24.99
- F1 World Grand Prix 2 £33.99
- FIFA '99 £33.99
- FIFA Road to World Cup £27.99
- Forsaken £26.99
- F Zero X £21.99
- Gex 64 £12.99
- Goldeneye £35.99
- GT Racing 64 £14.99
- Hybrid Heaven £35.99
- Int'l Superstar Soccer 64 £24.99
- Int'l Superstar Soccer '98 £32.99
- Jet Force Gemini £39.99
- Killer Instinct Gold £32.99
- Lylat Wars no Jolt Pack £24.99
- Madden NFL '99 £33.99
- Nario Golf £37.99
- Nario Kart 64 £23.99
- Nario Party £34.99
- Micro Machines 64 £31.99
- Mission Impossible £32.99
- Monaco Grand Prix £35.99

- Monster Truck Madness £33.99
- Mortal Kombat 4 £32.99
- Mortal Kombat Mythology £21.99
- Multi Racing Champ £12.99
- Mystical Ninja 2 £39.99
- Nagano Winter Olympics £24.99
- NA&CAR Racing '99 £29.99
- NBA Courtside £24.99
- NBA Live '99 £33.99
- NBA Pro 2000 £21.99
- NFL Q'back Club 2000 £33.99
- New Tetris 64 £33.99
- NHL Breakaway '99 £29.99
- NHL Pro 2000 £39.99
- Penny Racers £29.99
- Premier Manager 64 £32.99
- Quake £24.99
- Quake 2 £27.99
- Rampage World Tour 2 £32.99
- Resident Evil 2 £38.99
- Re-Volt £33.99
- Rogue Squadron £36.99
- SCARS £24.99
- San Francisco Rush 2 £33.99
- Shadowman £39.99



ZELDA 64
RRP £49.99
£36.99

- Shadows of the Empire £34.99
- Snowboard Kids £24.99
- South Park £39.99
- Space Station Silicon Valley £24.99
- Star Wars: Pod Racer £39.99
- Superman £37.99
- Super Mario 64 £24.99
- Tetrisphere £18.99
- Tonic Trouble £35.99
- Top Gear Overdrive £34.99
- Top Gear Rally £34.99
- Turok 2 £31.99
- Twisted Edge Snow'ing £37.99
- V Rally 99 £15.99
- Virtual Pool £34.99
- Wave Race 64 £24.99
- Wayne Gretzky's '98 £36.99
- WCW v NWO: Revenge £24.99
- Wetrix £19.99
- Wipeout 64 £28.99
- World Cup '98 £29.99
- WWF Attitude £40.99
- WWF Warzone £39.99
- Yoshi's Story £31.99
- Zelda 64 £36.99



SOUTH PARK
RRP £49.99
£40.99

CARRY CASES, ETC

LOGIC 3 CARRY CASE
CUSHIONED INTERIOR, PARTITIONS
3MM POCKETS, DURABLE

LIGHTWEIGHT & WATERPROOF.
£15.99

N64 CLEANING KIT **£9.99**
DUST COVER **£7.99**

RUMBLE PACKS

RUMBLE PACK WITH 1MB MEMORY **£10.99**
256KB MEMORY **£9.99**

RUMBLE PACK **£7.99**

RECHARGEABLE RUMBLE PACK **£12.99**

SHOCKWAVE - UNIQUE TENSION
ADDS RUMBLE TO ALL GAMES
£19.99

MEMORY CARDS

MEMORY CARDS ALLOW YOU TO SAVE HIGH SCORES, GAME POSITION, REPLAYS

NINTENDO 256K MEMORY CARD THE ONLY CARD TO WORK WITH TUROK 2 & SOUTH PARK. **£13.99**

1MB MEMORY CARD
4 TIMES BIGGER THAN THE 256KB MEMORY CARD.
£5.99 OR **£4.99** WITH A GAME

8MB MEMORY CARD - 40 TIMES BIGGER THAN THE 256KB MEMORY CARD. **£17.99**

JOYPAD EXTENDER CABLE **£3.99**
COMPOSITE/RGB SCART CABLE -
IMPROVE PICTURE/SOUND QUALITY WHEN
CONNECTED TO A SCART TV **£8.99**
S-VHS CABLE - HIGHER QUALITY THAN
COMPOSITE SCART BUT REQUIRES SVHS
COMPATIBLE TV OR VIDEO **£8.99**
REPLACEMENT RF LEAD **£11.99**
HI-FI AUDIO LEAD - PHONO LEAD TO
CONNECT AN N64 TO A HI-FI **£9.99**
DUST COVER **£6.99**

NINTENDO 64 OFFICIAL CONTROLLERS

COLOURS AVAILABLE
GREY RED BLACK
**£17.99 EACH OR
£16.99 EACH WHEN YOU
BUY TWO OR MORE**

MEMORY EXPANSION

Allows you to play all compatible games (e.g. Turok 2, South Park) in hi-res graphics.

NINTENDO 4MB RAM UPGRADE £23.99
JOYTECH 4MB UPGRADE £16.99

HINT BOOKS

- 1080° SNOWBOARDING SECRETS £10.99
- BANJO-KAZOOIE UNAUTH'D SECRET £9.99
- DIDDY KONG UNAUTH'D SECRETS £10.99
- GAMEBOY SECRETS & STRATEGIES £10.99
- GOLDENEYE SECRETS, STRATS & SOLS £10.99
- N64 SECRETS, STRATEGIES & SOLS £14.99
- SOUTH PARK OFFICIAL GUIDE £10.99
- TUROK 2 UNAUTHORISED GUIDE £11.99
- VIGILANTE 8 HINT BOOK £9.99
- WCW v NWO REVENGE GUIDE £10.99
- ZELDA OFFICIAL GUIDE BOOK £11.99

CHEAT CARTRIDGE

DATL ACTION REPLAY PRO
CONTAINS LOADS OF BUILT-IN CHEATS FOR ALL N64 GAMES. YOU CAN ADD MORE CHEATS AS NEW GAMES ARE RELEASED OR INVENT YOUR OWN!
NEW LOWER PRICE! £27.99

BUY 2 2ND HAND GAMES, GET £4 OFF!

GAMEBOY POCKET (CHOICE OF COLOURS) £39.99
GAMEBOY PRINTER £46.99
GAMEBOY CAMERA £28.99

- Bust A Move 4 £23.99
- Colour Tetris DX £18.99
- Game & Watch Gallery 2 £21.99
- Gex £19.99
- Mortal Kombat 4 £22.99
- Pocket Bombman £18.99
- Quest for Camelot £18.99
- Rugrats £20.99
- South Park £22.99
- Top Gear Rally £24.99
- Turok 2 £22.99
- V Rally £22.99
- Warland 2 £22.99
- Zelda £22.99
- Gameboy Action Replay £17.99

ATARI JAGUAR & 5 GAMES only £34.99

TOP DRIVE WHEEL
Steering Wheel & foot pedals with working gearstick. Fully programmable with leather steering wheel cover Works on N64, PSX & Saturn. Rumble facility...
RRP £49.99
£24.99

BEST BUY!

ALSO AVAILABLE

COOL FURNITURE

The coolest furniture in the world! Choose from green, orange and blue. Two styles - Game Throne and Tomato chair **£14.99 each.**

Experience the calming hypnotic effect that volcano lamps bring to your room. Choose from pink, green, orange, purple and blue.
£21.99

N64 Cheat Line 09066 098050
100 games & walkthroughs!
Calls cost 60p per minute. Please ask permission before calling!

PLEASE RING TO CONFIRM AVAILABILITY AND PRICES BEFORE ORDERING

CUT OUT THIS ORDER FORM AND POST TO:
GAMEPLAY, ENTERTAINMENT HOUSE,
CROSS CHANCELLOR STREET, LEEDS, LS6 2TG

NAME:..... HAVE YOU ORDERED BEFORE? Yes / No

ADDRESS:.....

POSTCODE:..... SIGNATURE:.....

TEL:..... FAX:.....

CASH CHEQUE POSTAL ORDER CARD

CARD No. EXPIRY DATE ISSUE No.

OPTIONAL EXPRESS CHEQUE CLEARANCE. IF YOU ARE PAYING BY CHEQUE BUT DO NOT WANT TO WAIT FOR IT TO CLEAR PLEASE ADD 50p HERE FOR EXPRESS CLEARANCE.

Postage is FREE for all games shipped within the U.K. P&P for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 plus software item.

TOTAL £.....

Cheques payable to 'Gameplay'. Prices subject to fluctuation. E & OE.

F64(111)

*Please note - express cheque clearance cannot be used for bank drafts or building society cheques. Sent to press 8/9/99

pluses & minuses



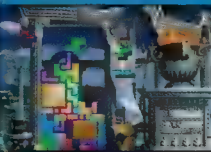
- It's Tetris.
- There are Disney characters.



- Ridiculous block shapes.
- Not very good Tetris at all.

If you like this...

The New Tetris
Multiplatform
March 2000
The best non-Game Boy Tetris we've ever seen



4 VISUALS

Nice Disney characters and lots of coloured blocks.

3 SOUNDS

Some highly irritating background music.

3 MASTERY

This could quite easily have been done on the SNES.

5 LIFESPAN

An occasional treat, but there are far better Tetris games on offer.

VERDICT

It's, well, okay, if you ignore the fun-destroying shapes. Other than that, it's bog standard Tetris.

51%

PREVIOUSLY IN N64

James gave *Magical Tetris* a small old ranking in N64 276.



- △ You don't get much screen to play in. Mumpy.
- ◁ What we'd give for a stick-shaped bit, here.



MAGICAL TETRIS CHALLENGE



Magical? Pah! Schmagical, more like...

Okay, okay, so we're getting *Resident Evil* on the N64. Finally. That's tremendous news; at last, Capcom are making an effort. But this, *Magical Tetris Challenge* (reviewed on import in issue 26), the very first Capcom game on the N64, is a wholly disappointing affair. Well, perhaps not wholly disappointing. It is, after all, *Tetris*, and no matter how many people try their damndest to ruin the formula and add 'interesting' new shapes, there's always an element of the same feverish addiction that the high-on perfect Game Boy version can

call its own. And it's that same quality that stops *Magical Tetris Challenge* from being an unqualified disaster.

But interesting shapes there are – and they're almost entirely rubbish. Especially the whopping five-by-five blocks, which comprehensively screw things up every time one appears. The reasoning behind them is apparently tactical – rather than having your opponent's lines deposited beneath your existing ones, the kerr-azzy new shapes are shuttled back and forth between you as a way of nobbling everyone's best efforts to win. Admittedly, there is an 'Updown Tetris' option, which

plays things pretty normally, and the ever-present Endless mode, but they're light relief. Even when you're not playing against a computer opponent, you're only given half the screen to play on, which is just plain lazy, and infuriating.

Soooo, we'll wager, *Magical Tetris Challenge* isn't going to be top of your puzzling list. Especially seeing as the wonderful *The New Tetris* is in the shops as you read this, and that offers the best non-Game Boy *Tetris* we've ever seen. Which is pretty darn good. This, however, is not. 'Nuff said.

JES BICKHAM

INFO BURST

MAGICAL TETRIS CHALLENGE	
FROM: Capcom/Activision	
CART SIZE: 64Mbit	
HOW MANY PLAYERS: 1/2	
CONTROLLER PAK: 2x1 pages	<input checked="" type="checkbox"/>
CARTRIDGE SAVE:	<input checked="" type="checkbox"/>
PASSWORD SAVE:	<input checked="" type="checkbox"/>
EXPANSION PAK:	<input checked="" type="checkbox"/>
RUMBLE PAK:	<input checked="" type="checkbox"/>
GB PAK:	<input checked="" type="checkbox"/>
WHEN'S IT OUT?	
Now	Now
Now	
COST: £40	

I'M SO DISNEY!

Although 'Disney' doesn't appear anywhere in the words "*Magical Tetris Challenge*", the game features Mickey, Minnie, Goofy, Donald Duck and more (including arch-enemy, um, 'Pete'). The main reason for this – other than



shameless money-making licensing – is that the main game has – would you believe it – a plot of sorts. You choose to play as one of four characters (Mickey, Minnie, etc), each of whom has their own plot (such as it is) to wade through in between playing *Tetris* against weasels and wolves. It offers a little variety, certainly, but – hey! – who really cares? It's certainly not enough to make up for the game being so poor...



Special Reserve

DISCOUNT CLUB
www.reserve.co.uk

01279 321 321

ORDER ONLINE AT UKGAMES.COM

How to Order

By telephone on 01279 321 321

By fax on 01279 322 322

By post at **Special Reserve**,
P.O. Box 847, Harlow, CM21 9PH
Free immediate cheque clearance

By e-mail to **Orders@reserve.co.uk**

Online at **http://ukgames.com** or at any of the other Special Reserve addresses

Or visit a **Special Reserve Club Shop**

Prices include VAT and delivery

Fast, efficient, accurate despatch

0% finance option - see below

Market leader - established 12 years

Official Sony, Nintendo & Sega supplier

All genuine UK new boxed product

Open until 8 pm (5 pm Sun)

We only supply members but trial membership is just 60p

0% Pay in 9 Months!

10% deposit, no more to pay for 9 months and no interest, subject to status.

Your total purchase must be over £200 including one hardware item.

0% APR if the balance is paid in full after nine months or 29.8% APR extended loan.

Written details in the Club Magazine.

Just ask for 0% finance when you order.

Special Reserve Discount Network

1 FREE Offer

Only one per address

There's no catch

All you have to do is:

Give your name and address

(and your e-mail address if you have one)

Ask for a FREE MAGAZINE

A FREE Special Reserve Club Magazine with details of over 2000 games, consoles and computer products at incredible discount prices all year round. Plus the latest release dates, our latest charts, lots of FREE competitions and full details of OUR 20 FREE MEMBERSHIP GIFTS.

PLUS how to enter our £5000 F1 Fantasy and £5000 Football Fantasy games FREE

A FREE Freeola CD and Starter Guide is also available giving free internet access and a host of other features - please ask.

Telephone 01279 321 321

or go to **www.1free.co.uk**

Why have 500,000 people joined Special Reserve?

Just £6.99 gets you into the club, or trial membership from 60p (no gift).

There is no obligation to buy anything and you can be any age.

Claim ■ FREE GIFT if you buy any one item as you join or renew.

Full members (£6.99 UK) receive:

- One Year Family Membership
- 9 issues of the Club Magazine with Incredible Special Offers
- Free entry to Club Competitions
- Any one of 20 FREE GIFTS*
- Bonus Book of 3500 Cheats
- Bonus Best Internet Guide
- Reddies - Save 5 for any gift

GIFTS SHOWN - claim yours when you join

Casio Organiser, Rumble Pack for Nintendo 64, 3D Analogue Controller for Nintendo 64, Star Wars - Darth Maul Digital Watch, Goody Bag, Pair of PC Joypads, Premier Football, Mouse for PC, Joystick for PC, Seven Games Free for PC CD ROM, Mario Clock Radio, Mario Camera & Binocular Set, Free Giant Inflatable Armchair in green, yellow, purple or pink (add £3 carriage for armchair only) MORE GIFTS at UKGames.com or listen on 01279 321 321



Nobody gives value like Special Reserve - check these prices

BEST BUY	*BEST BUY*	*BEST BUY*	*BEST BUY*	*BEST BUY*	*BEST BUY*	*BEST BUY*
BODY HARVEST 12.99	GEX 64 14.99	STAR WARS: RACER 39.49	WWF ATTITUDE 41.99	SUPER MARIO 64 21.99	COMMAND & CONQUER 36.99	NBA HANGTIME 9.99

Nintendo 64 Games

Prices include delivery. This is just a small selection of our huge range of games & peripherals

1080 SNOWBOARDING	27.99
ALLSTAR BASEBALL 2000	34.99
ARMORINES	TBA
BAJNO-KAZOOIE	26.99
BASS HUNTER	32.99
BATTLE ADVENTURE RACING	26.99
BLO FREAKS	39.99
BLAST CORPS	15.99
BODY HARVEST	12.99
BOMBERMAN HERO	33.99
BUCK BUMBLE	19.99
CARMAGEDDON (18)	35.99
CHARLIE BLASTS CHALLENGE	29.99
CHOPPER ATTACK	40.99
COMMAND & CONQUER	36.99
DESTRUCTION DERBY	35.99
DIDDY KONG RACING	36.99
DISNEY'S MAGICAL TETRIS CHALLENGE	31.99
DOM	12.99
DUKE NUKEM - ZERO HOUR	32.99
EARTHWORM JIM 3D	37.49
EPGA GOLF	32.99
EXTREME G 2	24.99
F-ZERO X	24.99
F1 RACING SIM - MONACO GRAND PRIX	34.99
FIFA 99	35.99
FORMULA 1 WORLD GRAND PRIX	26.99
FORMULA 1 WORLD GRAND PRIX 2	33.99
FORSAKEN	14.99
GEX 64	14.99
GLOVER	33.99
GOLENEVE	27.99
HOLY MAGIC CENTURY	25.99
HYBRID HEAVEN	35.99
INT'L SUPERSTAR SOCCER 64	18.49
INT'L SUPERSTAR SOCCER 98	28.99
JET FORCE GEMINI	39.99
KNIFE EDGE	24.99
KNOCKOUT KINGS 2000	33.99
LEGEND OF ZELDA	38.99
LEGO RACERS	34.99
LYLAT WARS	26.99
MARIO GOLF	33.99
MARIO KART 64	26.99
MARIO PARTY	32.99
MICHAEL OWEN'S WORLD SOCCER	35.99
MICRO MACHINES 64 TURBO	29.99
MISSION IMPOSSIBLE	29.99
MONSTER TRUCK MADNESS	32.99
MORTAL KOMBAT 4	18.99
MYSTICAL NINJA	25.99
MYSTICAL NINJA 2	39.99
NBA HANGTIME	9.99
NBA JAM 99	27.99
NBA PRO 99	33.99
NEW TETRIS	33.99
NFL QUARTERBACK CLUB 2000	33.99
NHL BREAKAWAY 99	24.99
NHL PRO 99	39.99
PENNY RACERS	29.99
PERFECT DARK	TBA
PREMIER MANAGER 99	18.99
QUAKE	18.99
QUAKE 2	29.99
RAINBOW SIX	36.99
RALLY MASTERS	31.99
RE-VOLT	33.99
RESIDENT EVIL 2	38.99
RIDGE RACER REVOLVER	TBA
ROAD RASH 64	32.99
ROGUE'S TREASURE HUNT	32.99
SHADOWMAN (15)	40.99
SILICON VALLEY	18.99
SOUTH PARK	39.99
STAR WARS: EPISODE 1: RACER	39.49
STAR WARS: ROGUE SQUADRON	36.49
STARSHOT: SPACE CIRCUS FEVER	32.99
SUPER CROSS	33.99
SUPER MARIO 64	21.99
SUPER SMASH BROS.	TBA
TAMAZIAN EXPRESS	32.99
TETRIS/SPHERE	14.99
TONIC TROUBLE	36.99
TOP GEAR RALLY	33.99
TUROK 2 - SEEDS OF EVIL	24.99
TWISTED EDGE SNOWBOARDING	29.99
V - RALLY 99	17.99
VIGILANTE 8	33.99
VIGILANTE 8 - SECOND OFFENCE	31.99
WAYNE GRETSKY ICE HOCKEY	12.99
WCW MAYHEM	33.99
WCW VS NWO: REVENGE	19.99
WIPEOUT 64	32.99
WORMS	32.99
WORMS ARMAGEDDON	TBA
WWF ATTITUDE	41.99
WWF WARZONE	27.99
WWF WRESTLEMANIA 2000	35.99

Gameboy Colour

£59.99
Available in Blue, Clear Purple, Lime Green, Purple, Red & Yellow

ALLSTAR BASEBALL 2000	22.99
BUGS BUNNY CRAZY CASTLE	18.99
BUST A MOVE 4	12.99
CHUCKY	22.99
COCKERS POCKET TALES	22.99
DROP ZONE	22.99
GAME AND WATCH GALLERY 2	22.99
HARVEST MOON	18.99
MAYA THE BEE	22.99
MORTAL KOMBAT 4	22.99
MULAN	21.99
NBA JAM 99	19.99
NFL BLITZ	21.99
POCKET BOMBERMAN COLOUR	18.99
QUEST FOR CAMELOT	18.99
SHADOWGATE	19.99
SOUTH PARK	22.99
TETRIS DELUXE	18.99
TUROK 2	21.99
WARIO AND WAI	21.99
WWF ATTITUDE	22.99
ZELDA	21.99

Nintendo 64 Xtras

ACTION REPLAY CHEAT CARTRIDGE	34.99
INTERACTOR RUMBLE VEST	21.99
JOLT/PAK PACK (RUMBLEPAK)	7.99
JOLTY/TECH 4MB MEMORY PACK	16.99
MEMORY CARD (48 SLOT, 1 MB)	4.99
MEMORY CARD (384 SLOT, 8 MB)	16.99
NINTENDO 64 HI-RES RAM PACK	23.99
OFFICIAL MEMORY CARD	14.99
OFFICIAL RUMBLE PACK	14.99
PAIR OF CONTROLLER	9.99
EXTENDER CABLES	9.99
SCART LEAD - N64 TO SCART TV	7.99
XPLORER 64 CHEAT CARTRIDGE	23.99

Save £10 on Dreamcast
Dreamcast games from £29.99
Nintendo 64 Fire Pack - save £30
Nintendo 64 games from £9.99

Nintendo 64 Fire Pack

£79.99
Nintendo 64 complete eith one official 3D Controller and RF lead with FREE EXTRA controller and FREE EXTRA 1 MB memory card.

Example:
Nintendo 64, 2 Joypads, 1 Mb Memory Card PLUS NBA HANGTIME
£89.98 ... SAVE £50

Nintendo 64 Controllers

OFFICIAL NINTENDO 3D CONTROLLER WITH FREE 1MB MEMORY CARD
Black ... 17.99 Blue ... 17.99
Green ... 17.99 Grey ... 17.99
Red ... 17.99 Yellow ... 17.99

COMPETITION PRO N64 CONTROLLER
Colour may vary 9.99
5 fire buttons and view control, auto-fire and turbo fire, analogue joystick with memory card slot.

JORDAN GRAND PRIX RACING WHEEL AND PEDALS (Dual shock & Dual rumble) ... 45.99

MAD KATZ STEERING WHEEL AND PEDALS ... 39.99
8 digital buttons and analogue foot pedals. Compatible with games marked (ANL)

TOP DRIVE 3 RACING WHEEL ... 27.99

TOP DRIVE DUAL SHOCK WHEEL AND PEDALS ... 49.99

We're all NUTS about something

FREEOLA gives you Free On-Line Access, a choice of 750 e-mail addresses & much more
Full details of Freeola's extensive services at **www.Englandfans.com**

Special Reserve Big Club Shops

BASILDON, ESSEX Unit 10, Festival Leisure Park 01268 287 776 One mile from A127 Southend Arterial Road (Open 'til 10pm Fri, 10pm Sat 'til 7pm Sun)
BRISTOL 351 Gloucester Road (A38) 0117 924 5000 1 1/2 miles from the City Centre and just up from Somerset
CHELMSFORD, ESSEX 43 Broomfield Road 01245 348 777 Just around the corner from the bus station
EGHAM, SURREY 168 High Street 01784 473 444 Near Windsor and Staines. Just 1 mile off junction 13 on the M25
NOTTINGHAM 164 Derby Road, Stapleford 0115 949 1000 2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut
SAWBRIDGECROFT, HERTS The Maltings, Station Road 01279 322 399 Not far from the M11, over the road from the train station
UPMINSTER, ESSEX 209/213 St Mary's Lane 01708 225 544 2 miles from junction 29 of the M25. Opposite Somerfield Supermarket

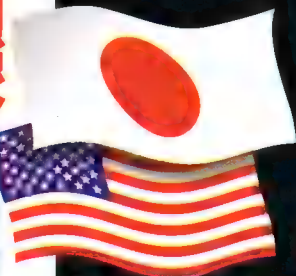
At **www.Freeola.com** we'll tell you how you could win a stunning Lotus Elise worth £24,000, a Beetle worth £18,000, and an Aprilia Scooter



Special Reserve Discount Network

UKDREAMCAST.COM The most powerful console yet - with internet
UKGAMES.COM Cheapest games, plus thousands of reviews
UKN64.COM Discounted Nintendo 64 games etc plus news
UKPLAYSTATION.COM Discounted Playstation games etc plus news
UKCOMPUTING.COM From leads to Pentium chips. It's here, it's cheap
UKRAM.COM Source of cheap power - 128 MB just £79.99 inc VAT
UKPRINTERS.COM Discount printers ■ ink cartridges. Extra 10% off 3
MAXXP3.COM You have never seen ■ PC range like MAXX 4D
UKDVD.COM Vast selection of discounted DVD films and drives
UKSHOPPING.COM A search engine to ALL the best UK online shops
FREEOLA.COM The UK's best FREE internet service ever - by far
No CD needed, choice of 800 e-mail addresses, free Tech Support. Just log on.
F1FANTASY.COM Free entry - 16 Dreamcasts and ■ PC to win
F1FANTASY.COM Free entry to our brand new £5000 Football game
UKCHEATS.COM Over 4000 game cheats and hints with search
Loads of big free competitions and cars to win

Some items carry a £1 surcharge in the shops. Inevitably some products listed may not yet be available and prices may change - please phone. SAVE = Saving off full recommended price. Sent to press 09/09/99. E ■ O.E. Inter-Mediate Ltd, 77A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG.



The games reviewed in this section are so far only on release in Japan or America. Because N64 is fully independent from Nintendo, though we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA

PREVIOUSLY IN N64

MOO TWO
Remember Ushi the cow from the original *Fighters Destiny*? Well, he's back in *F-Cup Maniax*, except this time he's called Mou. Which is odd, if more fitting. He's still wearing shades, he still has a special move where he swigs from a jug of his own milk (yuck), and you can still beat him up in 'Rodeo' mode. Top stuff. He's also a secret character...



It may be a great slice of beat-'em-up action. Yayih!
This knockdown move hasn't quite worked here.



D-Dog is the chap in the natty check suit, yellow hair and mid-1980's fluorescent socks.

The points system in all its innovative glory.



F-CUP MANIAX

The game otherwise known as *Fighters Destiny 2*...

INFO BURST

F-CUP MANIAX

FROM: *ImaginerGenki*

CART SIZE: 96Mbit

HOW MANY PLAYERS: 1/2

CONTROLLER PAK: 3 pages

CARTRIDGE SAVE:

PASSWORD SAVE:

EXPANSION PAK:

RUMBLE PAK:

GB PAK:

WHEN'S IT OUT?

USA: TBA UK: TBA JPN: Now

COST: ¥6800 (approx £35)

FIGHTING SCHOOL!

Splendidly, there's a full training option in *F-Cup Maniax*, a little like *Fighters Destiny*'s. Rather than beating up poor old Rob the Robot, though, you get to practice on the infinitely more sinister Samurai, who also doubles up as one of the game's secret characters. You can try out regular skills, aerial skills, specials or escape techniques, all with the help of a handy commands list, which lays out every move available for your character. With the exception, of course, of the moves that you can learn from the Master.



SUGOROKU!

There's an all-new single-player game – the Sugoroku mode – in *F-Cup Maniax*. Here's how it works...

MOVE!

Rather than simply fighting people in a pre-decided order, you roll a dice (of sorts) to move across a board, with the ultimate aim of getting to the final boss.



FIGHT!

Landing on certain squares means you have to fight an opponent – lose the fight and you'll move back several places. Every character in the game is on the board.



JOKER!

At any given time, you'll encounter Cherry, a 'joker' character. Once you have, her face will appear on the 'dice' – if you 'roll' her, you'll have to fight her. Nasty.



MASTER!

The Master returns here – landing on certain squares means you have to fight him. Beat him and, as in *Fighters Destiny's* Master Challenge, you'll learn a new move.



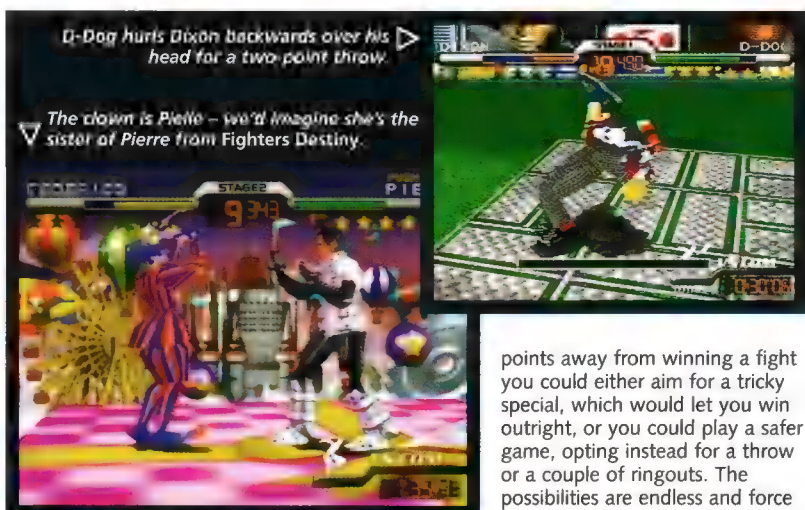
Well, this one sneaked out with the minimum amount of fuss. Whilst Infogrames – who published the original *Fighters Destiny* under the Ocean name – don't seem to know anything about this sequel to Imagineer's ace beat-'em-up, it's out in Japan, has scored well in the magazines that count, and is currently doing respectable business.

Of course, the '*F-Cup Maniax*' title may be misleading (although '*F-Cup*' stands for Fighting Cup, which, you may remember, was the game's original

variety of different moves. Knocking an opponent out of the ring is worth one point, for example, whereas a successful throw will garner two points. A knockdown is worth three, and special moves – which are complex to pull off, slow to activate but devastating in effect – are worth a whopping four, and so on. Seven points generally wins you a bout. It's still a brilliant system, and manages to prevent fights becoming a tedious series of leg-sweeps and rabbit punches, which button-bashing players so often use to win. For instance, if you're a couple of

explosion a knockdown makes. It's still pretty, and effective, but a bit more effort updating the visuals would have been nice. Still, there's a pile of new characters, with only porky Arab Abdul making it through from the first game (although Ninja appears to be present, but is now called 'Kaze', and Pielle bears more than a passing resemblance to kerr-azy clown Pierre). There's a new hulking bruiser – called Ziege – who is the standard slow-but-strong character, creepy Italian doctor-type Federico and Ryu/Ken rip-off Saeki, who seems to fill in for Ryuji from the original game. And the backgrounds are universally impressive, providing a neat contrast to the still rather bare and empty fighting arenas.

MASTERY It's still a brilliant system, and prevents fights from becoming a tedious series of leg-sweeps...



moniker), but this is *Fighters Destiny 2* in all but name. And, whilst it's not radically different, it's still a blinding slice of fisticuffs action. Which, at the end of the day, is exactly what we want. Perhaps most importantly, the innovative points system remains. Fights are not won by simply knocking seven shades of stuffing out of your opponent. Instead, you must play tactically and use a

points away from winning a fight you could either aim for a tricky special, which would let you win outright, or you could play a safer game, opting instead for a throw or a couple of ringouts. The possibilities are endless and force you to think about your style of fighting, your opponent's strength, and so on. Great stuff indeed. But... it hasn't changed at all since the first game. That's no bad thing, of course, considering how fully formed it was anyway, but it's a little disappointing. And although the graphics are slicker, and smoother, and the whole thing moves a bit faster, the special effects are exactly the same, right down to the blue-and-white

pluses and minuses

- The points system.
- Simple but deep controls.
- Fast and fluid.
- UK release non-existent.
- Not that different from *Fighters Destiny*.

If you like this...

Smash Bros
Nintendo
14470, 90%
Brilliant... with all
I have
characters
December 17th on PAL

ACCESSIBILITY

No problem at all. Although the rules of the Sugoroku mode are obviously in Japanese, you'll pick it up in no time.

7 VISUALS

Clean and colourful, with some really impressive effects.

7 SOUNDS

The tunes as *Fighters Destiny*. And they were nice.

7 MASTERY

A fabulously constructed beat-'em-up.

8 LIFESPAN

The tweaked one-player mode will keep you going. Plus, of course, great multiplayer action.

VERDICT

It might be very similar to the original but it's still a great game. PAL release as possible, please.

85



JES BICKHAM

pluses & minuses

- +** It's Neon Genesis Evangelion...
 - ...so fans'll love it.
 - Neatly stylised graphics.
 - Plenty of good cut scenes.
- - No real gameplay to speak of.
 - At all.

If you like this...

Last Legion UT
Hudson
N64/33 (Import), 60%
Mildly entertaining Jap-only giant robot battle game



Plenty of Jap text, unfortunately, but devotees of the series can probably just about understand what's going on.

7 VISUALS

Ace designs straight from the series, even if most of them are cut scenes.

6 SOUNDS

Over-the-top sound effects and – yes! – classical music.

4 MASTERY

It's an animated story linked together by some basic fighting. Not much, then.

5 LIFESPAN

Beyond seeing the story to its conclusion, not very much at all.

VERDICT

In its own way, *NGE* is fascinating stuff, but it's not really much of a game at all. Rent the videos instead.

61%

PREVIOUSLY IN N64

Will remembered us previewing *NGE* back in N64/23. Good, that.



SHOOT 'EM UP

Along with the main Story mode, there's also something called Simulation mode, which is basically a first-person firing range. From a stationary position, you have to blast the enemy robots that appear randomly on screen. They just stand around for a bit and then disappear if you don't get them in time. You can shoot the buildings, though, so it's not all bad. Very odd indeed.



NEON GENESIS EVANGELION

Giant robot anime hits the N64...

Since revisiting *Blast Corps* in last issue's 'Wish you were here', we've had an inordinate amount of fun reducing whole cities to nothing but dust and glass, via J-Bomb. Quite reasonably, we've once again reached the conclusion that Giant Robots Are Great™. There should be more of

them around, really. And then, on his return from Spaceworld, Wil presented us with a copy of *Neon Genesis Evangelion*, a game that – taking its cue from the phenomenally successful anime series – features plenty of giant robots and not much else, and should therefore, by rights, be tremendous.

Unfortunately, it's not quite what we were expecting. Closely following the plot of the series – boy pilots giant robot against alien robot invasion, boy beats aliens, boy suffers mental breakdown from strain of piloting giant metal robot – *NGE* resembles, more than anything else, a cartoon on your N64. The story is explained in various lengthy cut scenes, and then you're pitched into battle – win the battle, and it's on to more story, and then more battling, and so on. It's simply a cut-down, 'interactive' version of the 24 episode series.

Battles, though, are oddly strict affairs. You can defend, and attack, but different actions come as a consequence of what happens on-screen. For example, let the enemy robot batter you enough, and your 'rage level' (as we've called it) will grow enough for you to – for example – pull a weapon out, therefore letting you use it.

It's actually quite neat, in a restrictive, if graphically flashy, kind of way, but ultimately *Neon Genesis Evangelion* is more of an intriguing curio than a true game, and is thus recommended purely to fans who happen to own an N64.

JES BICKHAM

INFO BURST

NEON GENESIS EVANGELION		
FROM:	Bandai	
CART SIZE:	64Mbit	
HOW MANY PLAYERS:	1	
CONTROLLER PAK:	1x pages X	
CARTRIDGE SAVE:	X	
PASSWORD SAVE:	X	
EXPANSION PAK:	X	
RUMBLE PAK:	X	
GB PAK:	X	
WHEN'S IT OUT?		
USA	UK	JP
TBA	TBA	Now
COST: ¥6800 (approx £35)		



DON'T QUAKE II AT PRICES!

Command & Conquer expensive retailers
and get the right WWF Attitude
by ordering at arguably the most
Anna Kournikova Smash Court Tennis*
retailer on the planet!
www.simplygames.co.uk

*i.e. Competitive (OK, not a Nintendo game but we had to get Anna in there somewhere)

simplyGAMES

the best games
the lowest prices
free worldwide delivery
0171 720 6767



N64

quake II
wwf attitude

only £29.99
only £34.99

command & conquer
shadow man

only £33.99
only £37.99

All trademarks and copyrights acknowledged

<http://www.simplygames.co.uk>

PREVIOUSLY IN N64 We last had a look at *Ogre Battle 3* in *N64/7B's* preview

GAUGE WARS

Ogre Battle's unique 'Battle Intervention Gauge' controls how much, er, control you have over your troops in battle. It gradually fills during a fight, and until it's at 100%, you can't flee from the scene. And if you're interesting in chucking magic spells around, you'll have to wait until it's been filled twice over. Which hardly ever happens, disappointingly.



老婆女
「わしに何か用かえ？」

WAR FUNDS
0001500 Gold

△ This friendly local will rejuvenate your party's health. We just can't tell if it's a man or a woman.
▽ The more your boys are injured, the faster your Battle Intervention Gauge rises. Odd, that.

△ Four of your units head off for a fight in a distant city.

△ *Ogre Battle* saves its best visual treats for the magical spells.

Weak they might be, but the blue-clad knights can do a fair amount of damage up front.

▽ Your six Weedy soldiers will prove no match for puce dragon and friend.



OGRE BATTLE 3

● One of the best RPGs we've played. Or is it..?

INFO BURST

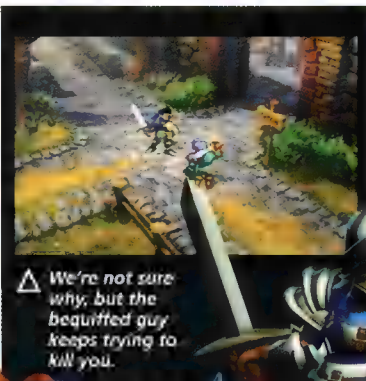
OGRE BATTLE 3

FROM:	Quest
CART SIZE:	320Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	4x4 pages
CARTRIDGE SAVE:	
PASSWORD SAVE:	
EXPANSION PAK:	
RUMBLE PAK:	
GB PAK:	

WHEN'S IT OUT?



COST: ¥6800 (approx £35)



△ We're not sure why, but the bequitted guy keeps trying to kill you.

We thought that *Ogre Battle 3* might be the N64's first 'proper' RPG. We were wrong. Although there's more than one recognisable role-playing element – fantasy setting, upgradable characters, long conversations with your mates – the bulk of the game is taken up with tactical, strategy-based combat. Still, whether it's technically an RPG or not, *Ogre Battle 3* is a real beauty. Sensibly, developers Quest have borrowed the tried-and-tested structure from their original SNES *Ogre Battle*. In each mission, your collection of fighters is grouped into 'units' of around five each, and sent off to stomp over a zoomed-out world map and

capture enemy strongholds. This is where the strategy comes in – you need to keep your eye on over seven separate units, all heading in different directions and stumbling across their own battles and hidden objects. It can become overwhelming – especially when you're being alerted to a new incident every couple of seconds – but it's never less than superbly challenging. Naturally, the developers have made sure that when battle occurs, it's a treat for the eyes. The fights are in 2D (the camera zooms in for an isometric view, with opposing units attacking diagonally), but the detailed backdrops and screen-filling sparkly effects make the most of the two dimensions. There's not much to do except sit back and watch – you only need to step

▽ The cut-scenes use the in-game graphics, and – boy! – do they go on. Annoying, especially as they can't be skipped.

「まだだっ!
ここで退く訳には、
一負ける訳にはいかぬ!

△ The unit management screen, not as bad as it looks, we promise.

△ Wizards are useful for speedy, powerful magic attacks.

△ The world map screen is basic, but moving around it is a treat.

THEY THINK IT'S ALL OGRE

You need a brain to succeed in *Ogre Battle 3*'s battles.

CHARACTERS

You're only allowed five members in a fighting unit – and large characters, like the giant two-headed wolf, restrict the space in your team even more. Three Soldiers (the weakest class of fighter) count as one choice, though.



POSITION

A character's attack depends on whether you place them at the front, middle or back of your unit's 3x3 grid – the Valkyrie, for example, fires a powerful bolt of lightning if she's at the rear. This means you'll be in all sorts of trouble if ambushed from behind.



ITEMS

Items such as food and armour (including fancy metal bras for the ladies) are equipped before you set out, but you can also buy extra supplies at friendly towns along the way. Keep an eye out for the Orb, which teleports you straight back to base if you're panicking.



MOVEMENT

You only need to click on the world map to set your unit off and running, but it's best to alter their default action (fight, stand ground or run) in case they bump into an unexpected enemy force. Leaving your home base unattended is always fatal.



pluses and minuses

- + Beautiful backdrops.
 - Loads of different missions.
 - Staggeringly comprehensive unit management.
 - Satisfyingly challenging.
- Unit movement is slow.
 - Occasionally confusing.

If you like this...

Final Fantasy Century
Konami
N64/PS, 71%
Random battles and a few other first make this no fun at all



ACCESSIBILITY

Make no mistake, you're going to hit trouble. The story is impenetrable.

7 VISUALS

Spangly effects and lush 2D backdrops, but otherwise a little basic.

7 SOUNDS

Suitably epic music and plenty of booming weapon effects.

6 MASTERY

Nothing much has changed since the 1993 SNES version.

8 LIFESPAN

Loads of missions, which become very difficult, very quickly.

VERDICT

More of a real-time strategy game than an RPG, *Ogre Battle 3* is complex and involving.

82%

TITLE 3

MASTERY ...the sheer speed at which arrows, fists and giant firebolts are exchanged barely gives you time to think.

in to change attacking tactics, run away or cast a spell – but that's not important when the sheer speed at which arrows, fists and giant firebolts are exchanged barely gives you time to think. Getting around the map and watching scraps is easy – optimising your army is far more complex. Thankfully, of the three years that it took to finish *Ogre Battle*, most time seems to have been spent making the unit management screen as easy to get around as possible. Every menu has been carefully designed to make restructuring, upgrading and equipping

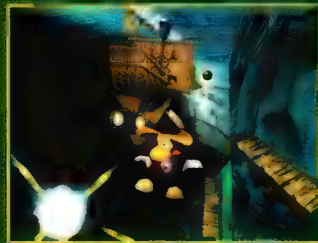
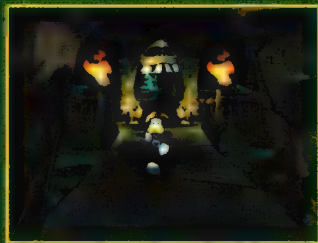
your troops relatively pain-free – combined with the world map controls, it's one of the friendliest RPG control systems we've come across. We can see some die-hard RPG fans being disappointed with the game's lack of actual role-playing – enter most towns on the map and you're greeted with just a single, static street scene, and a short chat with a solitary villager. If you can cope without the usual ten-minute long speeches, though, there are far better rewards on offer as you progress – new characters are enrolled in your army,

increasingly impressive spells and attacking moves become available, and the missions become ever-more complex. A warning, though: *Ogre Battle 3* is understandably packed with options, menus and other text-filled treats, so unless you're a student of Japanese, you will struggle. It took us the best part of two days to fully understand the combat system, and even then the unfolding story was a complete mystery. Whether we'll see a European version of *Ogre Battle 3* is still in the hands of Nintendo, but, in the meantime, you'd be doing yourself no favours spending £60 on this import. That's why, for now, we can only rate *Ogre Battle* as great, but not really great – without a story to follow, the endless battles began to merge into one. Still, if Nintendo bless us with an English translation, who knows...

MARK GREEN

HIS FUTURE IS IN YOUR HANDS!

Meet Rayman, the humorous super hero with the coolest moves and fastest actions!



Send shock waves through your senses as you run, jump, fly, ride and puzzle your way through 20 fantastical worlds with more than 40 hours of sheer fun and exhilaration. Experience amazing new character moves and ground-breaking graphics in this challenging and addictive adventure.



Available 22nd October

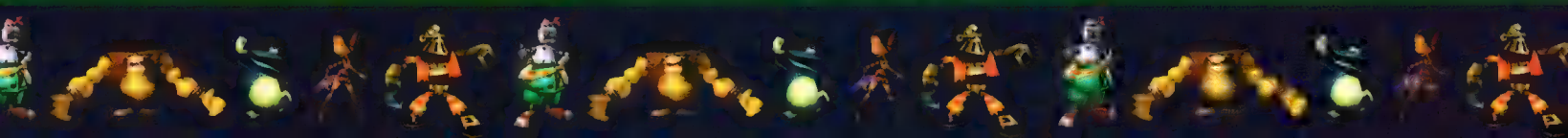


The character Rayman is depicted in a dynamic, mid-air pose. He has a large, expressive face with wide eyes and a prominent orange mustache. He is wearing a purple tunic with a red collar and a white cloud-like element on his right arm. The background is a dark green space filled with sharp, crystalline green shapes and glowing yellow particles, suggesting a magical or otherworldly environment.

RAYMAN 2

THE GREAT ESCAPE™

© 1999 Ubi Soft Entertainment Ltd. All rights reserved. Nintendo, Nintendo 64 and the  are trademarks of Nintendo. The  character of RAYMAN are trademarks of Ubi Soft Entertainment.



Use your loaf...



**...and get a daily slice of news,
previews and reviews**

www.futuregamer.com

PlayStation, N64, Dreamcast and PC news, previews and reviews updated daily and delivered to your mailbox.

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

This month's top guide:



WORLD DRIVER CHAMPIONSHIP

Perfect your driving skills and find out how to win a fab new wheel...

82



Club 64 MAILBOX

The bit that you write.

76

HOW TO... play like Michael Owen in *World League Soccer 2000*.

88

TIPS EXTRA

The latest tips on the hottest games.

92



More tricky bits made simple by the eminent Dr Kitts.

97

NINTENDO HOTLINE

Quake II secrets revealed.



98

GAME ON

Another set of tricky challenges...

100

IM THE BEST

More leagues, more top times.

102



Who's made it into Platinum, then? Find out here.

103

CONTACT

Buy, sell, swap and make friends.

110

DIRECTORY

Check before you buy.

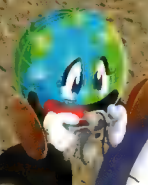
112

BACK ISSUES & SUBSCRIPTIONS

122



Club 64



MAILBOX

Club 64, N64 Magazine,
30 Monmouth Street,
Bath BA1 2BW
Fax: 01225 732341,
e-mail:

n64@futurenet.co.uk
Each month, the N64 Star Letter wins a
G64 Steering Wheel with Rumble Effect
(LMP 0800 0813061).
All other letters printed win a prized N64 badge!



Sega's Dreamcast, the wait for *Duke Nukem: Zero Hour* and a cure for sweaty thumb syndrome. Another mixed bag of letters, then...



'The Business'

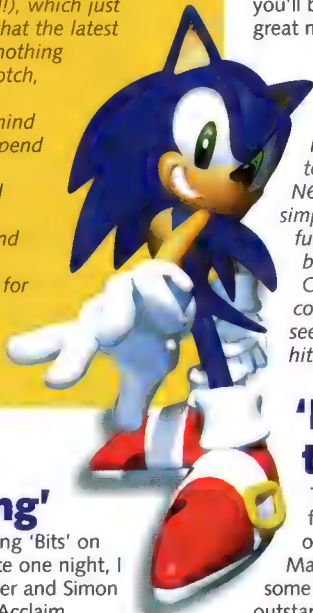
I feel you're being naive about Sega's Dreamcast. Yes, it has a stupid name; one of its launch titles contains that annoying blue hedgehog; and yes, its older brother is the pathetically inept Saturn. But I think the release of this 128-bit monster will rock the N64, and probably the whole market.
I saw *Sega Rally 2* and *Sonic* in an advert at my local cinema. Both seemed very smooth, handled some top hi-res graphics and SFX, and, above all, ran very, very quickly. *Sega Rally 2* - wow! *V-Rally 2?* *Top Gear*

Overdrive? Forget them. This game was the business. It was so smooth and the car was incredibly detailed, even when going around a corner at high speeds. I've only seen two titles, but I'm sold.
Robert Brocklehurst, Cheshire

Fair points, those, and yes... the Dreamcast is a great machine. But any console stands or falls on the strength of its software - and you admit that you've only seen the games, not played them.
Many of N64 Magazine's sister magazines already have Dreamcasts and all the launch games, and we've played them all a fair bit. And,

whilst Sonic and Sega Rally look terrific, they're both lightweight and repetitive, and Sonic has some terrible camera problems.

Look at it like this: the N64 had Super Mario 64, Turok and Pilotwings in its launch line-up, all classics. Sega has nothing to compare with them (and they're three years old!), which just goes to show that the latest technology is nothing without top-notch, game-design knowledge behind it. You could spend £250 on a Dreamcast and Sonic, or buy Shadowman and World Driver Championship for £80 instead. We know what we'd do... Ed



'Right on to it'

I've been worried lately about what will become of N64 Magazine once the next generation console is released. I mean, surely you're going to have to change the name of your mag to 'Dolphin', or whatever (a bit like becoming Y2000 compliant, eh?). You can't just disappear! I'm sure you'll be right on to it with another great magazine like this one - well, I hope so, anyway!
Stuart Masterton, Milton Keynes

In all honesty, it's a little early to be worrying about that, as N64 development isn't going to simply stop in the foreseeable future (for example, Turok 3 has been confirmed for next Christmas). But, when the time comes, I think you can expect to see something Dolphin related hitting the shelves... Ed

Correction corner

Grrrrr, we'll all be out of a job if this carries on...

In N64/32's *Pocket Monsters Stadium* review, you said Psyduck was only truly at peace with his eyes and ears shut. But, as any Pokémon trainer will tell you, Psyduck is actually holding his head because he suffers from constant headaches.
Anon (send in your name)

We'll be having a quiet word with Mr Kitts about that. Ed

In the *Worms Armageddon* preview, you said that no Nintendo console had ever had a version of *Worms*. This is wrong. The original *Worms* came out on the Game Boy, but it was a very trimmed down version, and easily forgotten.
Another anon, Cambridge

Um, yes. Sorry (Timothy) Kitts! Ed

In N64/32, on page 131 you said that N64/31 came with a DGC for Castlevania and PM64. Erm, it was

actually *Rogue Squadron* and *Duke Nukem: Zero Hour*.
Matthew Davies, Wolverhampton

Fair point, you're right - she was getting a bit of herself. Ed

In N64/32, on page 19 in *Planet 64*, you made a slight error. You wrote "Is *Perfect Dark* possibly any more exciting?" Should the revision be "possibly"? I'm sure that this is a mistake.
Shail Patel, London

It had been a long time. Ed

In issue 31, in the *Readers 5 Most Wanted* section, you said *Smash Bros* was out in America and in the UK. Wrong! Who is looking for this? Tim or Andrea, I'll bet.
Richard Newson, Luxembourg

You bet right. Well, Andrea, anyway. Ed

'Thus proving'

While watching 'Bits' on Channel 4 late one night, I saw Guy Miller and Simon Phipps from *Acclaim* chatting about *Shadowman*. During the interview Mr Miller described the game as "Zelda's evil twin", a comment your goodselves had already used.

Also, on the Internet, Rare mentioned "Timber's hypnotic stare", thus proving that you are the developers' choice of mag.
Scott Douglas, Oxfordshire

Well, we'd like to think so. It's always nice to hear that the chaps that make the games are reading the mag - and, if they're quoting us, we must be doing something right.

It just goes to show that N64 Magazine really is the best, eh? Ed

'Flicking through'

The other day I was flicking through some old issues of N64 Magazine when I found some outstanding news. In N64/18, page 39, there's an



interview with the development team behind *Body Harvest*. Your last question is: "is there anything else you'd like to have incorporated in the game?"

DMA answered with: "extra levels, maybe Hawaii, Antarctica, Japan underwater. They will have to wait until the sequel, though..."

A sequel would be fantastic! Just imagine, more vehicles, bugs, puzzles, etc, and just picture how it would look on Project Dolphin. This truly would be superb. Any news?

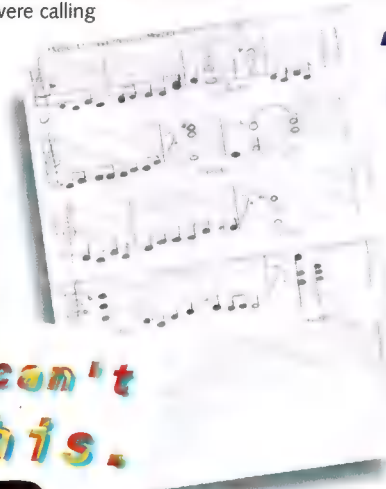
Luke Wilson, Stourport on Severn

Yep, a sequel to Body Harvest would be brilliant.

Nothing's been said, but there's a fairly good chance DMA will develop for Dolphin – and just imagine those huge levels with no fog and eye-melting visuals. Unfortunately, although it was excellent, Body Harvest didn't sell very well, which is why you can get it for just £20 now (and even – get this! – £10 in Dixons). Snap it up if you find it selling cheap somewhere, we certainly would. Ed

'Some pictures'

I was flipping through an old SNES magazine when I came across an article on the N64 – but they were calling



can probably expect Dolphin to go through several name changes before the machine's in the shops. Ed

'The right notes'

Me and my brother were bored midway through our holiday, so we decided to play *Banjo-Kazooie*. We were messing around in Mad Monster Mansion, on the organ in the church, to see if Mozart was actually playing what's in the music book. As we both play instruments we were able to read the music; it took us just over an hour to write it all down. We took it downstairs to play and Motzand was actually playing the music! And not only that, most of the time Motzand was actually hovering over the right notes! We have enclosed our finished copy of the piece.

Chris Rose and Ben Poore, Ashbourne

Well done, lads. Now we all know why Rare's games take so long – it's that minute attention to detail. Let's hope they weren't so thorough with Loggo the toilet... Ed



'Our little friend'

I think I know why *Smash Bros* has not yet received a PAL release. It's because the game stars Pikachu, our little friend who has yet to make it to UK shores. Nintendo are very sentimental about their Pokémon and might be delaying *Smash Bros* until everyone knows exactly who Pikachu is.

Matthew Sexton, Bedford

You know, you're probably spot-on, there – well done. And now that Pokémon has a definite (October) release date, Smash Bros has been given one too. December 17th is the day, just in time for Christmas. Brilliant, eh? Ed

YOU can't buy this.



About to buy a new game machine?
Is it worth waiting?
Yes, it is!
So do the machines are fine, but they don't cut it where it really counts. They just don't have the power. The speed of silicon cartridge. Not to a - 1 - 0 - 0 - 0.
You don't buy it yet.
After all, waiting this good comes easy, power! Yes!
WAIT FOR IT...



it the Nintendo Ultra 64! I have enclosed some pictures. Please print them so I can prove that I'm sane.
Jonathan Chiodini, Bedford

No insanity to worry about, Jonathan – the N64 was indeed called the Ultra 64 before Nintendo settled on its final name. On this evidence, then, we

DREAM ON

TOP OF THE POPS 64

In this management sim, you'd have to organise and run the hit TV show. Pre-show organisation would involve booking acts, hiring dancers and backing singers, deciding the order that the songs will be broadcast in, and hiring a presenter.

You'll be given a viewer rating, and a budget, and if the ratings are good, the TV company will raise your funding, meaning more money to spend. At the end of the year you'll get a reputation rating – a low one may mean pop stars refuse to come on the show, your funding is cut or even the sack! A good rating would mean more funding, a larger studio and contracts with big pop stars. And then, before the new season, you can hire more skilled staff, reorganise the studio and release compilation albums.
Douglas Scott, London

*Brilliant! We'll have Gail Porter presenting, and Billie, B*Witched and Britney Spears singing. It'll certainly be more exciting than the world's most realistic 747 simulator... Ed*

Cot a great game idea? The floor is yours...

AUSTIN POWERS 64

Austin has to save the world and reclaim his mojo from Dr Evil. The game would be as funny as the films with loads of speech. Rare could make it using the great *GoldenEye* engine; they'd simply change the levels, add lots of speech and the game would be an instant hit. The multiplayer could include Dr Evil, Mini Me, Fat Bastard, Mustafa (who is extremely hard to kill), Fembots and Number 2, battling it out at Austin's pad or Dr Evil's hollowed-out volcano, judo-chopping each other to death.
Adam Mackenzie, Windsor

Tremendous! Austin Powers spoofs the James Bond films, and the game would use the GoldenEye engine – now that's irony for you. Ed



BONUS LETTERS

You know what they say, big feet... big shoes.
Bob Powers, Glasgow

You can be a hippy and fight for peace, and you can drive around in a Volkswagen.
Anon

If you don't print it then I will know you're part of some government conspiracy.
David Roberts, Bromley

I would like to reveal to you the fact that I can do four things all at once: sing, juggle tarpaulins, whittle like a silly boy and lemon cakes and cushions.
Owen Meades, Scotland

My dad thinks the letters in Club 64 are all fake. Can you print this to prove him wrong?
Matthew Harris

Here are some ideas: Smash Mothers and Snowboard Aphids.
John Kendall, Herts.

I found something which Mr Overton and Mr Kitts will now be ashamed of.
John Roy, Kent

You have to remember that we have Rare!
Owen Matthews, Bristol

Millennium hand and shrimp!
Edgar Wallace, Frinton

Please print this, I'm poor and insuperior.
The Muffin Monster

'Vague references'

In your fine magazine (N64/28), I noticed the review of *Duke Nukem: Zero Hour*. Because of the mark it got and having played the previous games, I decided to buy it. However,



despite going into every game shop in town, ringing importers and trying to reserve a copy, I have been unable to get a fixed release date, with only vague references to September and the end of the year. Which version did you review? It's not even out in America yet.
Oliver Hallen, Stoke on Trent

We reviewed a complete copy of the game, but developers Eurocom wanted to put some new spangly textures in the game, which won't change the way it plays, but will make it look slightly different. Hence the delays. Also, publishers GT have been spending a lot of time and money promoting *Driver* for the PlayStation (which they're also thinking of bringing to the N64), and it's conceivable that the Dukester could have been shoved on the backburner for a while. If so, it's a shame, as it's a brilliant game. By the time you read this, it should - should, fingers crossed - be in the shops. Here's hoping. Ed.



'A decent controller'

In N64/26, you had a section on emulation, claiming that the PC lot would do anything to get hold of a good game. Well, excuse me, but the PC happens to be the ultimate gaming console, with better control, graphics, sound and games than any console on the market.

I currently own a PlayStation, N64 and a PC, and I have to say that the PC whips both their butts. And the PlayStation's pad is far better than the N64's. If the N64 really wants to take off and impress people, it should get

So tell me this

Just who is that little world-shaped chap who sits above the N64 Magazine logo, and pops up throughout the magazine? Has he got a name?

Alan Fletcher, Birmingham

Well, he's actually the N64 Magazine mascot, dreamt up by Wil. He's called "Worldy Bloke", because no-one could think of anything else. Good, isn't he?

1. Will there be a *Grand Theft Auto* on the N64?
 2. What does a Game Boy Pak do?
 3. Now that T•HQ are making WWF games, what's happening to Arclain's wrestlers?
- Paul Dantanus, Brighton

1. Yes, there will. Take 2 are behind it, and they've confirmed to us that it's being worked on, but, as yet, nothing has been seen. It was originally slated for a Christmas release, but that's looking a tad optimistic. We'll keep you posted.

2. It slots in where a memory pak goes on the N64 controller, and allows you to download data from your Game Boy into your N64. For example, you'll be able to download your Pokémon and fight them in full 3D in Pocket Monsters Stadium. It will also be used in conjunction with the Game Boy Camera for the create-a-player mode in *Perfect Dark*. It should be out over here next year.

3. Rumour has it they'll be taking up the reigns on the as-yet-unused *Extreme Wrestling* licence. Expect some hyper-violent barbed wire fighting soon, then.

1. Is *Donkey Kong* really going to come with an expansion pak, then?
 2. Any more *Star Wars* material to come?
 3. When is *Ogre Battle 3* coming out in America?
 4. Where's *Mother 3*, then?
- No name (send us your details).

1. Yes, definitely, as the game won't run without one. Apparently, the *Donkey Kong* will cost the same as *Zelda*, so expect to pay £49.99 for it. And if you've already

got an expansion pak, well, you can give one to a friend. Good, eh?

2. There are rumours that the PC/PlayStation *Phantom Menace* game - a third-person adventure - may well make it later in the year. But, seeing as it's rubbish, we wouldn't worry about it too much.
3. Early next year, hopefully (it's selling like hot cakes in Japan, which is good news).
4. Well, it's down on THE's release list for a PAL release next year. Unfortunately at Spaceworld it was only 50% complete.

Send your questions to: So tell me this... N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

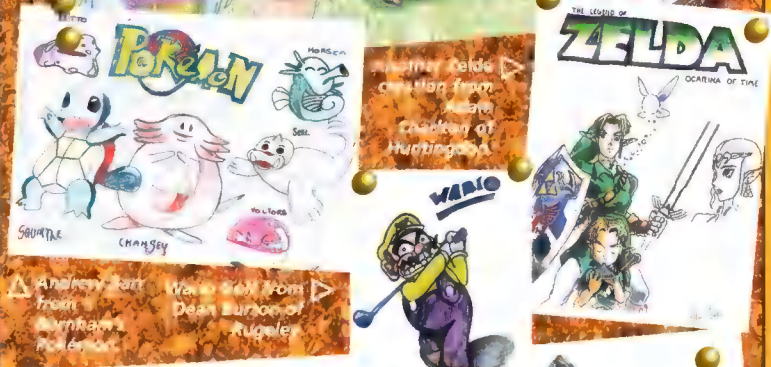
The N64 MAGAZINE

BOARD

Go on, be artistic!



Tracy Chung from Bristol sent us this fabulous pencil drawing of Zelda.



some decent games, a light gun, a mouse, and stop releasing Turok games (they suck).

So the next time you diss the PC, think about what you've said and realise that the N64 isn't better. Although I do like Mario and GoldenEye, they're great.
Oliver Wright, Hayle

We hate to disagree with you, but we do. The N64 pad is miles ahead of the PlayStation's, and anything the PC has to offer. Nintendo create games specifically for use with the little wonder that is the analogue stick. And no decent games? What, with Mario, GoldenEye, Zelda, Pilotwings, Shadowman, Mario Kart, Banjo... the list could go on for ages. And we've not even had Jet Force Gemini, Donkey Kong or Perfect Dark yet. And as for Turok games sucking... well, um, that's plainly wrong. Sorry.

If you prefer PC games, fair enough. But we'd much rather buy into the brilliance of a £79 N64 and be able to play the aforementioned classics than spend well over £1000 on a machine that always crashes and is stuffed to the gills with tedious flight sims and yawnsome strategy games. Right, we'll get down off our high horses now. **Ed**

'Sweaty thumbs'

After purchasing a new walkman, I discovered a new use for the earphone covers which are included with the earphones. I found that



they were perfect as covers for the analogue stick on Nintendo control pads. They make playing games more comfortable and rarely come off. Simply stretch them over the stick and they're ready to be used.

Quake II (N64) Nintendo £39.99
Everything is here, the gruesome fraps, the rocket jumps, the perfectly designed levels, even a four-player mode. But this is a pale imitation of the PC original. The 3-D engine horribly pixelly and the addition of coloured lighting makes it look childish at times. The joystick is also far less effective in controlling the action than a mouse, movement just seems too quick and floaty. Nevertheless, the N64 is starting to die for good games at the moment and you could do a lot worse. Just don't show it to a PC owner or he will laugh his pants off.
Verdict: 82 per cent

F1 World Grand Prix II (N64) Nintendo £39.99
It is incredible, but Nintendo has yet to produce a decent racing game for its supposedly 64-bit console.
This is another example of fuzzy graphics, jittery gameplay and boring sound.
Yes, all the drivers and teams are in there and, yes, the courses are accurately modelled on the real thing. But playing this game just sends you to sleep.
The courses are so grey and dull it is impossible to avoid driver fatigue and although the handling is responsive enough, it is hard to care, really.
Verdict: 73 per cent
Mike Anderson

You've all experienced the feeling of sweaty thumbs sliding off the analogue - well, these covers absorb the moisture.
Michael Carter, Peterborough

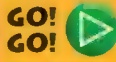
A splendid idea - thumbs up all round. It's cheap, inexpensive and a great solution for 'sweaty stick', which afflicts all of Team 64. But mostly clammy old Mark. **Ed**

'A very bad game'

While I was reading 'The Scotsman' newspaper one weekend, I came across these reviews for Quake II and F1 WGP 2. After reading them, I realised that the reviewer has absolutely no idea about games.

And a few weeks before these were printed, he reviewed Rogue Squadron and said that it was a very bad game and just another example of what happens when you stick a Star Wars label on something! Needless to say, I won't be reading the games section again.
Craig Ellis

More proof, if any were needed, that the nation's newspapers simply don't understand computer games at all. Although we did enjoy the line "the 3D engine horribly pixelly". Quality journalism, that, if not quite as good as the Sun the other week, who reported that Pokémon was a "cuddly toy phenomenon that spawned a spin-off computer game". Wazocks. **Ed**



WRITE YOU ARE!

Your chance to tell us what you think...

You know, we like to think that we do a good ol' job of reviewing games. We spend a lot of time on them, we play them all the way through, and our reviewers are the cream of the crop. Which isn't bad going, all told.

But, y'know, everybody has their own opinion. Especially you. Which is where Write You Are comes in. If you think perhaps that we've over-estimated something in a game, or not appreciated something else, or, well, there's just something that you either love or hate and want to get

off your chest, this is the place to do it. So, if you fancy reviewing a game yourself, and seeing it in **N64 Magazine**, jot down 100 of your finest words, clearly expressing your views, and put a percentage score on the end. Then send it to:

**Reader Reviews, N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW
E-mail: N64@futurenet.co.uk**

And if you want the world to know who you are, send in a passport photo and we'll print it.

V-RALLY '99

This game is absolute bobbins. It could only be more hideous if a little digitised picture of Janet Street-Porter accompanied the action. If I wanted atrocious pop-up I'd have bought a PlayStation. The variety of tracks is wholly negated by their remarkable dullness and the much vaunted handling isn't a patch on that found in *Top Gear Rally*: you often find yourself spinning out of control when you've done nothing wrong! *F1 WGP* hoses *V-Rally* as realistic simulation and for handbrake turn action *TGR* is the better bet.

Andrew McGowan, Poole

64%



QUAKE II

In my opinion, a console game should never rely on its multiplayer to provide all of the fun. Which is where *Quake II* goes wrong. The single player is a straightforward slog through drab-looking and extremely linear levels, inhabited by enemies with all the intelligence of Ricky Butcher. In a few short hours, you will have seen all it has to offer.

The multiplayer modes are excellent, though. Decent level design, responsive controls, perfectly balanced weapons and blistering speed all combine to make it a potential *GoldenEye* beater.

Sam Fenwick, Leighton Buzzard

78%



F1 WORLD GP 2

Why the hell did you only give this 72%? It's miles better than the original and the cars look much better than before; you can actually read the sponsor's name on the side of the vehicles. In *F1 World GP* some of the logos looked like they'd been smeared with bird muck.

The graphics are smoother and look fantastic with the expansion pak. I have bought *F1 World GP* and *F1 World GP 2* and I've just chucked the first game aside. You can't beat *F1 World GP 2* and my advice is to go out and buy it straight away.

James Mifsud, Loughborough

96%



WCW/NWO REVENGE

75% is the understatement of the century. *WCW/NWO Revenge* is first class. The graphics may not be superb but there are loads of wrestlers to choose from and stacks of great moves which are fairly easy to pull off. Most of the specials are really good and weapons, such as dustbins and stop signs are fantastic. If you've got some friends around, this can be a laugh-a-minute and is second only to *GoldenEye* in the multiplayer stakes. This game is really great – just look at the Readers' Top Fives over the past six months.

Craig Silcocks, Trowbridge

95%



Send your reviews to: Write you are! N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

**UK'S
BIGGEST &
BEST VALUE SERVICE**

**CHEATS & TIPS FOR OVER 2000 GAMES
INCLUDING release dates, charts & news**



N64, PSX, DREAMCAST, PC & GAMEBOY

NINTENDO 64 CHEATS & TIPS

HI I'M THE CHEATMASTER. MY SERVICE IS UPDATED DAILY WITH ESSENTIAL CHEATS & TIPS FOR VIRTUALLY EVERY GAME. THE LIST BELOW IS JUST A SAMPLE OF WHAT'S ON OFFER. A SIMPLE CALL AND YOU'VE GOT THE CHEAT!



Aero Fighters Assault
Boomer 64
All Star Baseball 2000
Blade
Blade 2
Blade 3
Blade 4
Blade 5
Blade 6
Blade 7
Blade 8
Blade 9
Blade 10
Blade 11
Blade 12
Blade 13
Blade 14
Blade 15
Blade 16
Blade 17
Blade 18
Blade 19
Blade 20
Blade 21
Blade 22
Blade 23
Blade 24
Blade 25
Blade 26
Blade 27
Blade 28
Blade 29
Blade 30
Blade 31
Blade 32
Blade 33
Blade 34
Blade 35
Blade 36
Blade 37
Blade 38
Blade 39
Blade 40
Blade 41
Blade 42
Blade 43
Blade 44
Blade 45
Blade 46
Blade 47
Blade 48
Blade 49
Blade 50
Blade 51
Blade 52
Blade 53
Blade 54
Blade 55
Blade 56
Blade 57
Blade 58
Blade 59
Blade 60
Blade 61
Blade 62
Blade 63
Blade 64
Blade 65
Blade 66
Blade 67
Blade 68
Blade 69
Blade 70
Blade 71
Blade 72
Blade 73
Blade 74
Blade 75
Blade 76
Blade 77
Blade 78
Blade 79
Blade 80
Blade 81
Blade 82
Blade 83
Blade 84
Blade 85
Blade 86
Blade 87
Blade 88
Blade 89
Blade 90
Blade 91
Blade 92
Blade 93
Blade 94
Blade 95
Blade 96
Blade 97
Blade 98
Blade 99
Blade 100

Blade 101
Blade 102
Blade 103
Blade 104
Blade 105
Blade 106
Blade 107
Blade 108
Blade 109
Blade 110
Blade 111
Blade 112
Blade 113
Blade 114
Blade 115
Blade 116
Blade 117
Blade 118
Blade 119
Blade 120
Blade 121
Blade 122
Blade 123
Blade 124
Blade 125
Blade 126
Blade 127
Blade 128
Blade 129
Blade 130
Blade 131
Blade 132
Blade 133
Blade 134
Blade 135
Blade 136
Blade 137
Blade 138
Blade 139
Blade 140
Blade 141
Blade 142
Blade 143
Blade 144
Blade 145
Blade 146
Blade 147
Blade 148
Blade 149
Blade 150
Blade 151
Blade 152
Blade 153
Blade 154
Blade 155
Blade 156
Blade 157
Blade 158
Blade 159
Blade 160
Blade 161
Blade 162
Blade 163
Blade 164
Blade 165
Blade 166
Blade 167
Blade 168
Blade 169
Blade 170
Blade 171
Blade 172
Blade 173
Blade 174
Blade 175
Blade 176
Blade 177
Blade 178
Blade 179
Blade 180
Blade 181
Blade 182
Blade 183
Blade 184
Blade 185
Blade 186
Blade 187
Blade 188
Blade 189
Blade 190
Blade 191
Blade 192
Blade 193
Blade 194
Blade 195
Blade 196
Blade 197
Blade 198
Blade 199
Blade 200

Blade 201
Blade 202
Blade 203
Blade 204
Blade 205
Blade 206
Blade 207
Blade 208
Blade 209
Blade 210
Blade 211
Blade 212
Blade 213
Blade 214
Blade 215
Blade 216
Blade 217
Blade 218
Blade 219
Blade 220
Blade 221
Blade 222
Blade 223
Blade 224
Blade 225
Blade 226
Blade 227
Blade 228
Blade 229
Blade 230
Blade 231
Blade 232
Blade 233
Blade 234
Blade 235
Blade 236
Blade 237
Blade 238
Blade 239
Blade 240
Blade 241
Blade 242
Blade 243
Blade 244
Blade 245
Blade 246
Blade 247
Blade 248
Blade 249
Blade 250
Blade 251
Blade 252
Blade 253
Blade 254
Blade 255
Blade 256
Blade 257
Blade 258
Blade 259
Blade 260
Blade 261
Blade 262
Blade 263
Blade 264
Blade 265
Blade 266
Blade 267
Blade 268
Blade 269
Blade 270
Blade 271
Blade 272
Blade 273
Blade 274
Blade 275
Blade 276
Blade 277
Blade 278
Blade 279
Blade 280
Blade 281
Blade 282
Blade 283
Blade 284
Blade 285
Blade 286
Blade 287
Blade 288
Blade 289
Blade 290
Blade 291
Blade 292
Blade 293
Blade 294
Blade 295
Blade 296
Blade 297
Blade 298
Blade 299
Blade 300

Blade 301
Blade 302
Blade 303
Blade 304
Blade 305
Blade 306
Blade 307
Blade 308
Blade 309
Blade 310
Blade 311
Blade 312
Blade 313
Blade 314
Blade 315
Blade 316
Blade 317
Blade 318
Blade 319
Blade 320
Blade 321
Blade 322
Blade 323
Blade 324
Blade 325
Blade 326
Blade 327
Blade 328
Blade 329
Blade 330
Blade 331
Blade 332
Blade 333
Blade 334
Blade 335
Blade 336
Blade 337
Blade 338
Blade 339
Blade 340
Blade 341
Blade 342
Blade 343
Blade 344
Blade 345
Blade 346
Blade 347
Blade 348
Blade 349
Blade 350
Blade 351
Blade 352
Blade 353
Blade 354
Blade 355
Blade 356
Blade 357
Blade 358
Blade 359
Blade 360
Blade 361
Blade 362
Blade 363
Blade 364
Blade 365
Blade 366
Blade 367
Blade 368
Blade 369
Blade 370
Blade 371
Blade 372
Blade 373
Blade 374
Blade 375
Blade 376
Blade 377
Blade 378
Blade 379
Blade 380
Blade 381
Blade 382
Blade 383
Blade 384
Blade 385
Blade 386
Blade 387
Blade 388
Blade 389
Blade 390
Blade 391
Blade 392
Blade 393
Blade 394
Blade 395
Blade 396
Blade 397
Blade 398
Blade 399
Blade 400

Blade 401
Blade 402
Blade 403
Blade 404
Blade 405
Blade 406
Blade 407
Blade 408
Blade 409
Blade 410
Blade 411
Blade 412
Blade 413
Blade 414
Blade 415
Blade 416
Blade 417
Blade 418
Blade 419
Blade 420
Blade 421
Blade 422
Blade 423
Blade 424
Blade 425
Blade 426
Blade 427
Blade 428
Blade 429
Blade 430
Blade 431
Blade 432
Blade 433
Blade 434
Blade 435
Blade 436
Blade 437
Blade 438
Blade 439
Blade 440
Blade 441
Blade 442
Blade 443
Blade 444
Blade 445
Blade 446
Blade 447
Blade 448
Blade 449
Blade 450
Blade 451
Blade 452
Blade 453
Blade 454
Blade 455
Blade 456
Blade 457
Blade 458
Blade 459
Blade 460
Blade 461
Blade 462
Blade 463
Blade 464
Blade 465
Blade 466
Blade 467
Blade 468
Blade 469
Blade 470
Blade 471
Blade 472
Blade 473
Blade 474
Blade 475
Blade 476
Blade 477
Blade 478
Blade 479
Blade 480
Blade 481
Blade 482
Blade 483
Blade 484
Blade 485
Blade 486
Blade 487
Blade 488
Blade 489
Blade 490
Blade 491
Blade 492
Blade 493
Blade 494
Blade 495
Blade 496
Blade 497
Blade 498
Blade 499
Blade 500

Blade 501
Blade 502
Blade 503
Blade 504
Blade 505
Blade 506
Blade 507
Blade 508
Blade 509
Blade 510
Blade 511
Blade 512
Blade 513
Blade 514
Blade 515
Blade 516
Blade 517
Blade 518
Blade 519
Blade 520
Blade 521
Blade 522
Blade 523
Blade 524
Blade 525
Blade 526
Blade 527
Blade 528
Blade 529
Blade 530
Blade 531
Blade 532
Blade 533
Blade 534
Blade 535
Blade 536
Blade 537
Blade 538
Blade 539
Blade 540
Blade 541
Blade 542
Blade 543
Blade 544
Blade 545
Blade 546
Blade 547
Blade 548
Blade 549
Blade 550
Blade 551
Blade 552
Blade 553
Blade 554
Blade 555
Blade 556
Blade 557
Blade 558
Blade 559
Blade 560
Blade 561
Blade 562
Blade 563
Blade 564
Blade 565
Blade 566
Blade 567
Blade 568
Blade 569
Blade 570
Blade 571
Blade 572
Blade 573
Blade 574
Blade 575
Blade 576
Blade 577
Blade 578
Blade 579
Blade 580
Blade 581
Blade 582
Blade 583
Blade 584
Blade 585
Blade 586
Blade 587
Blade 588
Blade 589
Blade 590
Blade 591
Blade 592
Blade 593
Blade 594
Blade 595
Blade 596
Blade 597
Blade 598
Blade 599
Blade 600

Blade 601
Blade 602
Blade 603
Blade 604
Blade 605
Blade 606
Blade 607
Blade 608
Blade 609
Blade 610
Blade 611
Blade 612
Blade 613
Blade 614
Blade 615
Blade 616
Blade 617
Blade 618
Blade 619
Blade 620
Blade 621
Blade 622
Blade 623
Blade 624
Blade 625
Blade 626
Blade 627
Blade 628
Blade 629
Blade 630
Blade 631
Blade 632
Blade 633
Blade 634
Blade 635
Blade 636
Blade 637
Blade 638
Blade 639
Blade 640
Blade 641
Blade 642
Blade 643
Blade 644
Blade 645
Blade 646
Blade 647
Blade 648
Blade 649
Blade 650
Blade 651
Blade 652
Blade 653
Blade 654
Blade 655
Blade 656
Blade 657
Blade 658
Blade 659
Blade 660
Blade 661
Blade 662
Blade 663
Blade 664
Blade 665
Blade 666
Blade 667
Blade 668
Blade 669
Blade 670
Blade 671
Blade 672
Blade 673
Blade 674
Blade 675
Blade 676
Blade 677
Blade 678
Blade 679
Blade 680
Blade 681
Blade 682
Blade 683
Blade 684
Blade 685
Blade 686
Blade 687
Blade 688
Blade 689
Blade 690
Blade 691
Blade 692
Blade 693
Blade 694
Blade 695
Blade 696
Blade 697
Blade 698
Blade 699
Blade 700

Blade 701
Blade 702
Blade 703
Blade 704
Blade 705
Blade 706
Blade 707
Blade 708
Blade 709
Blade 710
Blade 711
Blade 712
Blade 713
Blade 714
Blade 715
Blade 716
Blade 717
Blade 718
Blade 719
Blade 720
Blade 721
Blade 722
Blade 723
Blade 724
Blade 725
Blade 726
Blade 727
Blade 728
Blade 729
Blade 730
Blade 731
Blade 732
Blade 733
Blade 734
Blade 735
Blade 736
Blade 737
Blade 738
Blade 739
Blade 740
Blade 741
Blade 742
Blade 743
Blade 744
Blade 745
Blade 746
Blade 747
Blade 748
Blade 749
Blade 750
Blade 751
Blade 752
Blade 753
Blade 754
Blade 755
Blade 756
Blade 757
Blade 758
Blade 759
Blade 760
Blade 761
Blade 762
Blade 763
Blade 764
Blade 765
Blade 766
Blade 767
Blade 768
Blade 769
Blade 770
Blade 771
Blade 772
Blade 773
Blade 774
Blade 775
Blade 776
Blade 777
Blade 778
Blade 779
Blade 780
Blade 781
Blade 782
Blade 783
Blade 784
Blade 785
Blade 786
Blade 787
Blade 788
Blade 789
Blade 790
Blade 791
Blade 792
Blade 793
Blade 794
Blade 795
Blade 796
Blade 797
Blade 798
Blade 799
Blade 800

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY

09066 098013

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 098155

Calls to the above numbers cost 60p a minute

This service should only be used with the agreement of the person responsible for paying the telephone bill. Calls cost 60p a minute and maximum call cost is £3.00. Ensure you are calling from a touch tone phone. At least one of each prize will be awarded 14 days after the closing date, however the number of prizes to be won will increase with the number of entries received, up to the maximum stated alongside the prizes. Entry into the competition means full acceptance of the rules and conditions. Send a SAE for full competition rules to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA.

CUSTOMER SERVICE: 0845 0202011

NEW INTERACTIVE SELECTION MENUS

FAX CHEATS & TIPS

N64 & PSX FAX-BACK

Select the GAMES you require CHEATS & TIPS for from our new INTERACTIVE FAX BACK selection menus

OR

Select our informative NEWSLETTER that is packed with CHEATS, TIPS, REVIEWS, CHARTS, RELEASE DATES and COMPETITIONS

To order FAX CHEATS & TIPS, lift the handset on your fax machine, dial the number below and follow the simple instructions.

FAX-BACK MENU

09066 098151

Calls cost 60p a minute to this number

Callers to this fax back service must be 16 or over as a long call may be involved

TOTAL-GAMES-NETWORK

COMPETITION HOTLINE

IT'S FUN TO ENTER & THERE'S A GENUINE CHANCE TO WIN

GAMEBOY COLOR
10 TO BE WON

PLAYSTATION
10 TO BE WON

28in COLOUR TV
3 TO BE WON

NINTENDO 64 plus GOLDENEYE
10 TO BE WON

MOBILIA PHONE
10 TO BE WON

GRAND TURISMO 2
50 CIVIL TO BE WON

DREAMCAST
5 TO BE WON

09066 098104

Calls cost 60p a minute to this number

Call the number above & play 'HUNT THE PRIZEMISTRESS' for your chance to WIN

All entries must be received by the final closing date of 30th November 1999

This service should only be used with the agreement of the person responsible for paying the telephone bill. Calls cost 60p a minute and maximum call cost is £3.00. Ensure you are calling from a touch tone phone. At least one of each prize will be awarded 14 days after the closing date, however the number of prizes to be won will increase with the number of entries received, up to the maximum stated alongside the prizes. Entry into the competition means full acceptance of the rules and conditions. Send a SAE for full competition rules to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA.

GOLDENEYE WALKTHROUGH

CHEATMISTRESS PRESENTS THE ULTIMATE WALKTHROUGH TO THE ULTIMATE GAME

09062 995020

Calls

HOW TO... triumph in WORLD DRIVER CHAMPIONSHIP



Learn to drive like a pro with our exclusive *WDC* tips. And when you think you're fast enough, try your hand at N64's very own championship.

by James Ashton

WHAT WE SAID



Jes rambled on about *WDC* back in issue 32 and this is what he concluded:

"One of the best racing games you'll ever play, and certainly the best on the N64. *Wardrobe*."

91%

There's no doubt that *World Driver Championship* is one of the most accomplished driving games to come out of the United States for several years. Eschewing all that bizarre jumping and leaping around that marred the realism of games like *San Francisco Rush* and *Beetle Adventure Racing*, *World Driver* employs realistic handling to rival that of *F1 World Grand Prix*. The game puts you in command of some of the worlds most powerful grand touring cars, and doesn't complain when you put £100,000-worth of motor, sideways into a barrier.

We won't waste your time explaining the structure of the championships and cups – we're sure you can work that out for yourselves. What follows are driving tips that we think will ease your progress through the game, along with the exclusive chance to prove to the rest of the world quite what a motoring god you've become. Buckle up tight then, and here we go...

Too much kerb and you'll run the risk of flipping over.

The more powerful your cars get, the more likely they are to do this.

LAP 17/4 4TH
TOTAL TIME 000:31.26
LAP TIME 000:31.26

TOTAL RECORD 000:18.79
BEST LAP 000:18.79

Uncorrected powerslides end like this.

LAP 2/3 8TH
TOTAL TIME 001:31.26
LAP TIME 001:02.99
000:28.25

TOTAL RECORD 002:10.88
BEST LAP 001:02.99

Steer against the slide to stop your car sliding sideways here.

Run too wide and you'll lose time.

LAP 17/5 8TH
TOTAL TIME 001:22.73
LAP TIME 001:22.73

TOTAL RECORD 001:17.11
BEST LAP 001:17.11

It's worth qualifying to improve your grid position.

No traditional jump start technique will help you.

LAP 17/3 8TH
TOTAL TIME 001:50.26
LAP TIME 001:50.26

TOTAL RECORD 001:50.26
BEST LAP 000:00.00

DRIVEN ROUND THE BEND

The only one tactic you need to master to win *World Driver Championship* is how to get around a corner in the quickest possible time. The rest – holding down the accelerator and waving goodbye to the opposition – is easy.

And corners only really come in two varieties: the long and sweeping (as seen in Hawaii and Rome) and the short and tight (the 90 degree jobs in Vegas and Kyoto and the hairpins of Zurich and Les Gets). Here's exactly how to tackle each type...

CHOOSING YOUR TEAM

Each successive cup won in Championship mode opens up new offers from other teams. On the face of it, the cars they have appear to be better (as denoted by the stats screens), but it's a good idea not to move teams until the accrued advantage is a significant one (or until you start to have real problems winning races).

This is because each car handles significantly differently, and it'll take a surprisingly long time to acquaint yourself with your new motor; when you've put a lot of time into mastering a certain car, it's wasteful to just jump straight into another as soon as it becomes available.

LONG CORNERING

The key to long corners is the powerslide.



STEP 1

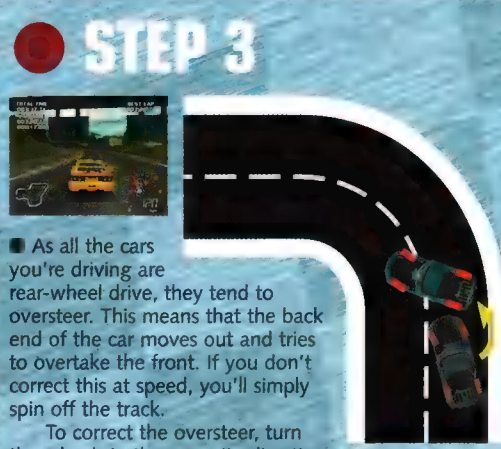
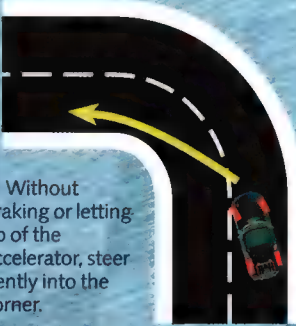


As you approach the corner, line your car up on the opposite side of the road. It's important that as you enter the bend, your car is settled on its suspension and not bouncing. To ensure this is the case, move to your starting position using only very gentle steering movements.



STEP 2

Without braking or letting go of the accelerator, steer gently into the corner.

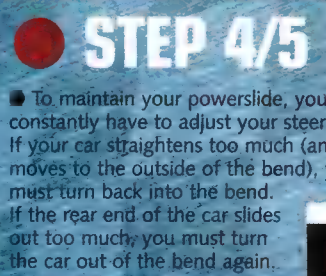
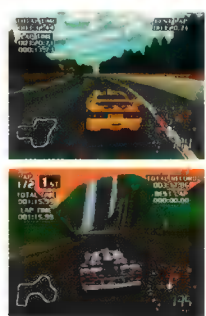


STEP 3



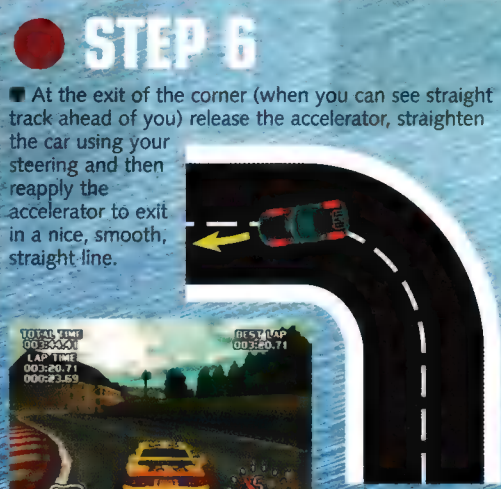
As all the cars you're driving are rear-wheel drive, they tend to oversteer. This means that the back end of the car moves out and tries to overtake the front. If you don't correct this at speed, you'll simply spin off the track.

To correct the oversteer, turn the wheels in the opposite direction to the bend. You should now find yourself sliding around the corner in a controlled four wheel skid. This is a powerslide.



STEP 4/5

To maintain your powerslide, you will constantly have to adjust your steering lock. If your car straightens too much (and moves to the outside of the bend), you must turn back into the bend. If the rear end of the car slides out too much, you must turn the car out of the bend again.



STEP 6

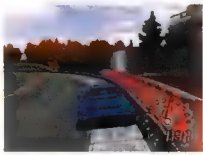
At the exit of the corner (when you can see straight track ahead of you) release the accelerator, straighten the car using your steering and then reapply the accelerator to exit in a nice, smooth, straight line.



Depending on the severity of the corner, you will also need to adjust your speed. To do this, feather the throttle by taking your finger off the accelerator, reapplying it and taking it off. The sharper the bend, the more time you should leave it off the button. **DO NOT USE THE BRAKE!** Using the brake at speed when all four wheels of your car are not aligned will simply result in an uncontrollable spin.



CRASH AND TURN
Another advantage of *World Driver Championship's* non-existent damage model is that trackside barriers can often be used to steer yourself around corners. Particularly useful in Vegas and Kyoto, collisions at shallow angles with crash barriers or concrete walls actually seem to be the fastest way through some corners, although if the crash is too head-on, the penalty will be steeper.



The areas to avoid off track are the soft gravel traps that abound in the country courses. Once stuck in one of these it can take an age to escape and you must be careful not to apply the accelerator too firmly when turning out, or your car will simply spin on the spot.



SHARP BENDS AND HAIRPINS

Whilst you can still powerslide around sharp corners, there are some other tricks worth remembering...

STEP 1/2



- There's no point attempting a sharp corner at high speed. Instead, line yourself up on the opposite side of the track, as before, and ensure that your car is settled on its suspension. Now, release the accelerator and apply the brake.

- The only way to learn how much you need to brake is through trial and error. Use your speedometer to record the speed at which you entered the bend, and remember it for next time – this is where a good memory for the track comes in handy – then release the brake and shift off the accelerator.



STEP 3



- Just before you enter the corner, give the steering a tiny flick in the opposite direction to the bend. The back of your car should skip out for just a second.



STEP 4



- Now haul hard over in the direction of the corner and re-apply the accelerator. With this move, you should have been able to throw the back end of the car around something approaching 90 degrees.



STEP 5



- For the rest of the corner use the same technique of feathering the accelerator to maintain a controlled powerslide.



RACING DIRTY

One major tip for GT races against CPU opposition is to take advantage of the game's lack of damage penalties. Not only will the computer cars brake heavily for most corners and drive (not powerslide) around them, but you can also use them as artificial cornering aids.

If you deliberately come into a corner too fast, you can use the side of a competitor's car as a braking cushion, helping you around the corner and – best of all – knocking him off the track. Get the trick right and you can actually save yourself time in the bargain.

You can refine the dirty racing tactic to take out opposition on the straight as well. If you find yourself coming up behind another car (even relatively slowly), a touch to the front or rear using your front bumper can throw your opponent into a crippling spin. The only thing to watch, that as you ram the car, you hold your own position by quickly steering against the movement (applying opposite lock).



STEP 6

- Coming out of the corner (when you can see straight track ahead of you), release the accelerator, straighten the car using your steering and then reapply the accelerator to exit in a nice smooth straight line.



HOW TO...

enter the N64 WDC Championship

Welcome once again to another of N64 Magazine's infamous game challenges. The only way to really get good at *World Driver Championship* is to play and play and play until you know every track back to front, and you could powerslide your favourite motor in your sleep. Of course, once you are that good you're going to want to show off your prowess. Which is where we come in.

On this page are six of WDC's ten tracks, and ten target lap times to beat. We want you to race each of the six tracks, produce your fastest possible lap times, fill out the coupon and post it off to us, marking your envelope **N64 WDC Championship**. The driver with the quickest total time – lap times for all six tracks combined – will win a tremendous Guillemot steering wheel, complete with pedals and tiptronic gear change and have the glory of being declared the **N64 Magazine World Driver**

Championship Champion. Runners-up will have their name entered into a whole slew of new I'm the Best leagues.
 You can use any of the game's 33 (yes, 33!), cars and you can employ any method you like to obtain that motor (see over the page for some handy cheats). The only things we won't allow are use of an Action Replay cartridge or playing with an NTSC copy of the game. Ladies and Gentlemen, it's time to rev up your engines...

Hawaii


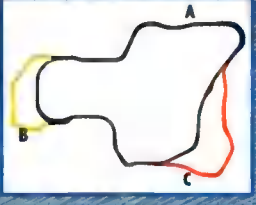
Course to race: **C**
 N64 lap time to beat: **1:34:56**




The easiest track, albeit in its hardest C form. Hawaii is great for those 250-metre powerslides and you can get round its entire length without using the brake.

Rome



Course to race: **B**
 N64 lap time to beat: **1:50:55**

A real speedster's course this one, with plenty of enormously long corners to wear out your tyres. It's a long one, though, requiring plenty of concentration for a good lap time.

Kyoto



Course to race: **A**
 N64 lap time to beat: **1:02:21**

The Japanese home of Nintendo. A tight, windy section leads into some amusing 90° turns in the street section. You can make liberal use of the crash barriers here.

Lisbon


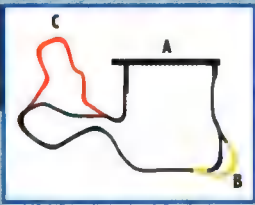
Course to race: **C**
 N64 lap time to beat: **1:35:15**

You never seem to get a chance to get going on this track. There are no severe bends, just loads and loads of little ones. Oh, and windmills.

Las Vegas

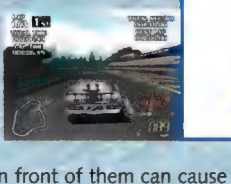
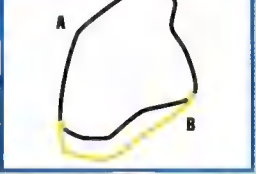
Course to race: **A**
 N64 lap time to beat: **1:35:95**

More fun on the streets, this time in America's gambling capital. Suddenly things have all gone a little bit Diamonds are Forever, but there's no Ford Mustang option, unfortunately.

Black Forest

Course to race: **A**
 N64 lap time to beat: **0:43:69**

The nearest WDC has to a Grand Prix circuit. Those crash barriers look inviting, but the sand trap in front of them can cause you some serious grief in the spin department.

RULES

- 1) All entries must be accompanied by appropriate proof – either photographs of each individual Time Attack record screen or a video of all of them.
- 2) You can use any method to achieve your time as long as no external cheat devices (Action Replay carts are employed).
- 3) PAL gamers only may enter. If you have an American or Japanese machine, you can't take part in this. Sorry.
- 4) The editor's decision on the validity of any entry is final.

Mmmph, hfflr, tmppf, haffle. Sorry, let me just take my helmet off...

Ah, that's better. Right, here's my entry for the N64 Magazine WDC Challenge. My fastest lap times for the following tracks are:

- Hawaii C:
- Kyoto A:
- Las Vegas A:
- Rome B:
- Lisbon C:
- Black Forest A:

Total Time:

Car used:

I include photographic/video proof of my entries and I confirm that I used a PAL cart on a PAL machine to achieve them.

Name:

Address:

HOW TO...

cheat your way to the top

WDC is from America, so there are plenty of cheat codes and tricks enabling you to avoid the nasty business of actually having to play the game. If you're looking for a quick way to enter the **N64 WDC** Championship, then unlock some of the game's fastest cars using the codes below. Of course, no one will respect you for it, and Martin has killed for lesser offences, but try them if you want.

As, unfortunately, there's no way of telling if someone has used the cheats below to complete the game, or whether they've actually played it through to the end, we are allowing cheaters to enter the **N64 World Driver Challenge**. However, as you'll be competing against some of the best drivers that the UK has to offer, we reckon that only people good enough to get a long way through the game proper, will stand a chance of winning first prize.



ACCESS ALL GT2 VEHICLES



Enter the Championship mode. Enter your name and choose a team. When you come to the GT2 circuit menu (where it says Teams, Event Select, and Main Menu on the left), enter the following code: Z, Right on the D-pad, Z, Z, Z, B, Bottom-C, A, Right on the D-pad and Start.

There is no notification to tell you that this code has worked. However, when you look at the Car Select screen, you'll find that all the GT2 cars are available.

GET THE '00 FALCON INTERCEPTOR A



Quite a tricky cheat to get working this (and you need to have played the game for plenty of hours). Your first objective is to win Gold in all 20 events. Now select the Mystic in Championship Mode and go to the Event Selection screen in the GT2 championship. Choose the Novice cup here and Qualify – you'll find that no matter where you qualify the Interceptor will always be ahead of you.

Your objective now is to complete the cup and beat the Interceptor in both races (finish first in both, basically). If you now go to the Team Selection screen and look under the Boss Racing team, you'll find the '00 Interceptor.

NB: If you switch to another car from now on, you'll have to return to the Mystic and go back to the Novice Cup to re-win the Interceptor.

UNLOCK THE GAME COMPLETELY



Unbelievably, there's also a code in *World Driver Championship* which essentially completes the game for you without you having to play it at all. To work it, start a new Championship and enter Races the Best as your name. At the next screen, on the D-pad press Left, Right, Right, Left, Down, Up.

ALTERNATIVE CAR COLOURS

If you don't like the paint job on your motor, press Z on the Car Select screen to cycle through some alternatives.



ALL PINK CARS



No you *really* need this one. Enter your name as IGN64 in a new Championship Mode and all the cars available will be painted a delicious pink colour.

RACE ON MIRRORED TRACKS

Not an enormously useful cheat, but one you might find helpful if you feel that you've thrashed the game proper to within an inch of its life. To work it, simply press Z to choose a track at the Track Select screen in Quick Race or Versus modes.

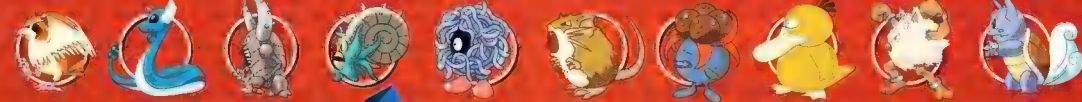


CUSTOMISED ENDING SEQUENCES

When you have beaten the GT2 Championship take a look at the Options screen. Right at the bottom you should find a new menu item. Select this and you can watch the end sequence featuring any of the cars in the game.



CATCH 'EM ALL!



POKÉMON

Master's Guide



**COVERS BOTH
RED & BLUE
VERSIONS!**

TAME THE GAME!

- 🌀 CATCH ALL 150 POKÉMON!
- 🌀 BECOME THE ULTIMATE TRAINER!
- 🌀 MASTER OUR EXPERT FIGHTING TACTICS!



ON SALE 30TH SEPT

HOW TO...

play like Michael Owen in

WORLD LEAGUE SOCCER 2000

Keep the fans happy with our championship-winning guide...

by Tim Weaver

WHAT WE SAID



We reviewed *World League Soccer* in issue 33 and this is what we concluded:

"Plays like a dream at times. If only it was a bit slower and a bit nicer to look at. Still, a fine alternative to FIFA '98."

84%

It might not quite come up to the majesty of *ISS '98*, but *WLS 2000* is still a fine slice of football. Opting for a passing game and extravagant finishing, rather than long ball tactics and toe pokes home (though, let's be honest, pretty much any goal will do) the game requires a fair bit of perseverance before it allows you to close in on the glory of trophies.

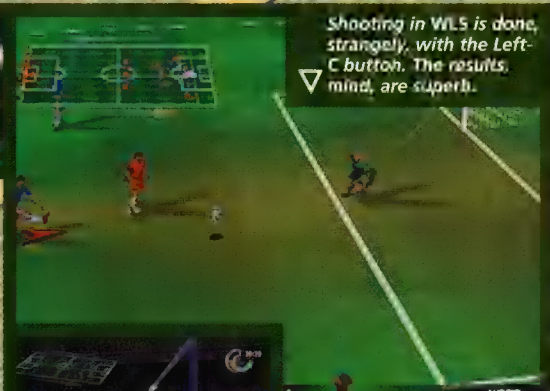
See, it's hard. Not brow-sweateningly hard, but perfectly able to pack the midfield and hold out for a 0-0 draw all the same. Which is why you're going to need to know how to defeat the game, even when the chips are at their downest, the minutes are ticking away, and your strikers are lacking form. Thankfully, here at **N64**, we've played *WLS* into the ground.

So, lace up your boots, rub in the deep heat, and let's get out on the park...

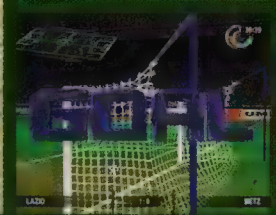
The hi-res visuals are impressively crisp throughout.



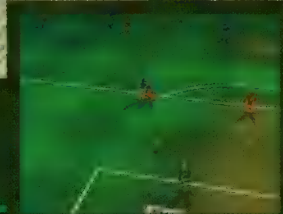
Shooting in *WLS* is done, strangely, with the Left-C button. The results, mind, are superb.



Beat the fantastically animated goalies and you can feel mighty pleased with yourself.



Replays offer a top way to watch your into-perfect finish.



Apply some after touch if you want a really precise finish.

Use the arrows to pinpoint exactly where you want the ball to end up.



In *WLS*, you can't float the ball out.

Experienced? Then pass the ball about.



Defending in numbers



It's not Arsene Wenger football (it's not even Dave Jones football), but defending in numbers is the only way to start out in WLS 2000. Yep, use the formation tinkering at the team menu to stick five at the back and you'll never get caught by flat back fours again.

You can also adjust individual players' positioning by going into *Edit Formation* – if you've done your homework you can mark the opposition's most dangerous players with your midfield workhorse. If truth be told, marking isn't such a necessity in WLS, but

adjusting individual players allows you to play sweepers and wingbacks wherever you fancy, rather than where the default computer setting fancies.



Packing the midfield



across the middle of the park – or four at the back, a player in front of the defence, and four more midfielders in front of him – all opposition, even including the likes of Ronaldo, Zidane and Vieira will struggle to make a mark on your side.

Admittedly, you're restricting your frontrunning to – most probably – a series of long, hopeful punts up the park for your solitary hitman to chase, but a 4-5-1 or 5-4-1 is the perfect way to prevent a disastrous start to your WLS 2000 career. And, who knows, as the opposition push up looking for that elusive goal you might even sneak a tasty late winner.



Once you've added strength to your defence with five stoppers, make packing the midfield your priority. If you've got four

Long ball tactics



It's not pretty and it's not clever, but a long ball game is an excellent way to come to terms with WLS's fast-paced world of foot

and ball. Truth is, there won't be a lot of room to pass the ball around in a midfield with nine or ten players vying for possession, anyway, so pumping the

ball up the park for your frontman to chase is a perfectly acceptable way to play footie.

There are a couple of things to remember, though: the goalkeepers are pretty decent in WLS, meaning that, if you smash one down the middle, they'll more than likely come out to

collect. While, on the other hand, most of the game's defenders can't cope with high balls over the top, so the secret to a

successful long ball game is to add curl to your punts (by touching the analogue to either side), so that you avoid both the defence and the classy goalkeeper.



TOP CLUB SIDES
Want to guarantee victory? Then these are the teams to be...

BEST TEAMS
Manchester Utd
Barcelona
Real Madrid
Juventus
AC Milan
Inter Milan
Bayern Munich

DARK HORSES
Lazio
Paris Germain
Arsenal
Ajax
Athletico Madrid
PSV Eindhoven
Chelsea



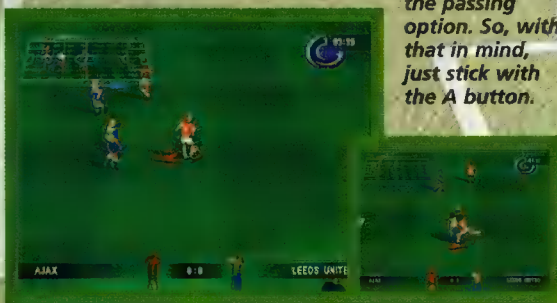
Playing it around

Passing

Passing in WLS is supremely crisp, meaning that once you've got used to the pace of the game, you can zip the ball about with ease. WLS's passing is also intuitive enough to find your nearest player, so you don't need to bother with FIFA-style analogue stick direction-pushing.

That said, players tend to spread the nearer you get to goal, as the linesmen in WLS are pretty hot on the offside rule, so be wary of passing close to the penalty area. The most likely outcome is that the ball will just piddle past the back four, and into the goalie's hands.

There is a through ball (Left-C) but it's pretty disappointing, lacking both the precision and pace of the passing option. So, with that in mind, just stick with the A button.



Wingers

With wingers, WLS is at its most effective. Because of the fantastic dribbling option (Z) – where you can either stick your head down and run with the ball, or tap and properly dribble (drawing in defenders, and then quickly shooting past them in the process) – pacy wingers are a fantastic way of ensuring success. And leaving opposition defenders struggling.

Of course, getting past defenders is only half the battle. Get to the byline and you need to make sure you can curl quality balls into the box. To cross, simply hold down R and press B. To cross well, you need to add aftertouch with the analogue stick, preferably enough to send it arcing away from the keepers, who consistently come out to collect high balls into the box. Remember also that you must release Z before you cross the ball, or you'll trip up.



Finishing in style

Free kicks

WLS's free kicks are pretty revolutionary, though extremely hard to pull off.

There are two separate arrows: the first, the flat one, allows you to choose which direction you want the ball to travel in, the second (you can switch between the two using any of the action buttons) allows you to pinpoint what sort of 'flight' you want to put on the ball, i.e. where you want the ball to land or how high you want it to go.

Once you've chosen the 'flight', you've got a choice: B gives you power but not a great deal of accuracy, whereas Left-C gives you a slower ball that'll stick directly to its designated route. Neither are perfect, and neither are likely to beat the better goalkeepers.

Which is why you need to apply some aftertouch. Take the free kick, touch the analogue stick to either side, and the ball will travel somewhere between the two arrows hopefully foxing the goalkeeper.



Hitting the onion bag

There are some spectacular goals available to you, most of which are centred around the C buttons. Bottom-C gives you a volley which is perfect for mid-height balls into the box. On the same button you've also got diving headers, which automatically kick in if a low ball is squirmed across the six yard box. Left-C allows you to chest the ball, and also lay off chest passes – useful when there are two of you.

The best goals, though, almost certainly come when you swing high balls into the box. Overhead kicks, half-volleys, tap-ins, piledrivers, pretty much everything is possible. And they all feed off the same button: Left-C. So, how do you produce one and not the other? Well, it all depends on what height the pass or cross is coming in at – if the ball's coming in at head height, for example, a glancing header is going to be pretty likely – but you can also try to use R and the analogue to create combos. Sometimes they work. Sometimes they don't.



N64 MAGAZINE

To advertise in
N64 Shopper
call Rachel Tippett on
01225 442244

or email
rachel.tippett@futurenet.co.uk

Free design and typesetting
service available

Retail Directory

To advertise in this Retail Directory or anywhere else
in this publication please contact Rachel Tippett on
01225 442244 ext 2564

NORTH EAST

Game X Change

DVD - PlayStation - N64 - Dreamcast - PC
Games from £4. We buy, sell, swap.
Also cheat guides for most games. £1 + SAE.
26 Coach Street, Skipton, N. Yorkshire
Tel: 07756 700088
(gxc26@nascr.net)

SOUTH EAST

Funhouse

31 Croyford High Street, Croyford, Kent, DA1 4HH
Mail Order Available Tel: 01322 559672
Email: fun.house@virgin.net

NORTH WEST

Button Basher Games

Whatever you wanna play, we've got it!
312 Derby Street, Bolton
Tel: 01204 83393

SCOTLAND

GG Megamasters

221 High St, Leslie, Fife, KY6 3AZ
Tel: 01592 622444

Variables - Sony PSX Centre

Hardman Lane, Failssworth, Manchester
M35 0DL Tel: 0161 6820660
Email: songdavevariablespc@owcom.net

SOUTH WEST

Solid Gold Games Centre

Buy, sell & exchange new & second-hand games
Aberdeen - 89 Holburn St, AB10 6BQ, 01224 212721
Dundee - 38/40 Westport St, DD10 5ER, 01382 226305
Perth - 3 George St, PH1 5JY, 07738 628028
Stirling - 5 Friars St, FK9 1HA, 07766 449758
Glenrothes - 20 Church St, KY7 5ND, 01692 754881
Dunfermline - 04 Bonnar St, KY12 7JQ, 01383 751616

Stan's Games Exchange

We exchange and sell games and consoles.
28 Berkeley Court, Falmouth, Cornwall TR11 3XE
Tel: 01326 211394 Visit us at the Cornish Market World

N64 MAGAZINE



PROJECT K

THE SEEDBED CENTRE, LANGSTON ROAD, LOUGHTON, ESSEX, IG10 3TQ
www.projectk.com TEL: 0181 508 1926
Email: info@projectk.com FAX: 0181 508 3845

WINTER N64 IMPORTS

POKEMON SNAP £21.99
CALL OCT

USA Goemans Great Adv £21.99
CALL OCT

USA Pokemon Snap £21.99
CALL OCT

USA Gauntlet 3D £21.99
CALL SEPT

USA Hybrid Heaven £21.99
CALL SEPT

USA Star Wars Pod Racers £21.99
CALL SEPT

USA Winback £21.99
CALL SEPT

USA WWF Attitude £21.99
CALL SEPT

USA World Driver Champ £21.99
CALL SEPT

Pokemon Snap Guide £21.99
CALL SEPT

FOLLOWING N64 games \$20 EACH
Off Road Challenge, GASP, WCW vs WWF

BEATMANIA POCKET £34.99
Funk Jazz Groove, DJ Break Beats, Arcade Tunes, Arcade Buttons, Scratch Deck

POKEMON YELLOW GAMEBOY MID OCTOBER
CALL PRICE

SPECIAL PIKACHU EDITION

USA Pokemon YELLOW OCTOBER \$15.99
Pokemon Pinball (inc rumble) CALL \$9.99
Pikachu Boxed Set Models \$12.99
Pikachu Plush Toy MEDIUM \$13.99
Pikachu Plush Toy LARGE \$25.99
Pikachu Plush Toy Extra LARGE \$39.99
Shaking Pikachu Cuddly MEDIUM \$18.99
Pokemon Beanie Toys \$15.99
Pokemon Rucksack, Pokemon Pencil Case & Pencil Tips \$15.99
Pocket Monster Muppet Remote Control Pikachu \$29.99
10 Pokemon Keychain SET 1 \$11.99
10 Pokemon Keychain SET 2 \$11.99
16 Pokemon Keychain SET 3 \$18.99
12 Pokemon Mini Models SET 1 \$12.99
20 Pokemon Mini Models SET 2 \$19.99
23 Pokemon Mini Models SET 3 \$23.99
12 Pokemon Mini Models SET 4 \$13.99

POKEMON'S Charmander + Pokeball \$14.99
Charmeleon + Pokeball \$14.99
Bulbasaur + Pokeball \$14.99
Ivysaur + Pokeball \$14.99
Squirtle + Pokeball \$14.99
Wartortle + Pokeball \$14.99
Pikachu Wind Up Toy \$4.99
Pikachu Clock \$19.99
Pokemon Sinch Figurines \$13.99

PIKACHU BOXED SET £12.99
Record your own message

PIKACHU PLUSH TOYS
15cm MEDIUM
25cm LARGE
40cm EXTRA LARGE
16CM EACH \$9.99

MINI MODELS SET 3
MINI MODELS SET 4

South Park 10 Set Keychains £20

For a free price list of imported games, accessories & merchandise send a SAE to
PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

Call us on: 0181 767 1101
e-mail: sales@kingcat.co.uk
web: www.kingcat.co.uk
Mon/Fri 10am-8pm Sat 10am-6pm Sun 12pm-3pm
cheques payable to: KING CAT MULTIMEDIA
King Cat Entertainment, Ltd, Unit 24343, London SW17 9ET

**No membership needed
lowest prices possible**

**Save money now by
reserving your copy
of any new release**

We stock Gameboy & Colour Gameboy games so call for the one you want. Also Gameboy Printer & Camera plus accessories.

Colour Gameboy £58.99
Available in Red, Yellow, Blue, Green & Purple

4MB Expansion Pak £17.99

Buy any 2 GG Games together and save £2

FREE delivery on all games within the UK (1st class mail)

All Star Baseball - Beetle
Adventure Racing - Castles - Charlie Blast Territory - Doom -
Edge Snowboarding - F Zero X - Flying Dragon - Gasp -
GT 64 - Hybrid Heaven - Lode Runner -
Mario Party - Mission Impossible - NBA Jam '99 -
Perfect Dark - Rainbow Six - Scars - Silicon Valley -
Tetris Plus - Vigilante 8 - Wipeout 64 -
WWF Warzone - Zelda..... **Hundreds more in stock call for details**

Prices are not shown because we will try to beat any advertised price within the magazine (conditions apply)

You can now purchase your games online at our secure web site. Also available on the web Cheats & Tips, Hardware/Peripherals, Latest prices, New releases and more plus DVD video, Music cd's, PCCD, N64, Color Gameboy and forthcoming Dreamcast.

GAMEBOY COLOR DVD VIDEO PC CD
Prices may vary so please call to confirm. We have hundreds of games to choose from, too many to list so call for your choice. Prices 97/99 ESOE.

TIPS EXIT

Mario Golf

ALL CLUBS IN CLUB SLOTS

Pick all three stars in club slots and you'll be able to choose from all the clubs.

CHANGE OUTFITS

Hold one of the C-buttons when you're choosing your character and their outfit will change.



CODE ENTRY SCREEN

To access the password screen, highlight the **OPTIONS** menu on the main menu, then press and hold **Z** followed by **R** and **A**. The



CODE ENTRY option will appear on the next screen.

MARIO STAR COURSE

To access the Mario Star course, get 2,200 points after first unlocking the first four other courses.

NINTENDO POWER TOURNAMENT

To get to the Nintendo Power Tournament hold **R**, **Z**, and **A** on the clubhouse option to get to the code screen. Then enter **KPXWN9N3**. This will take you to a tournament on Toad

Highlands. Once you've finished the tournament you will get a password.

LEFT-HAND SHOOTING

For a left-handed golfer, press the **Z** or **L** buttons while you're choosing a character.



RESTART A HOLE

Pause the game while you're playing the hole that you would like to go back to the beginning of. Choose "Save and Suit" and save the game. Now go to "Continue" and resume the game you were playing from the tee of the hole that you were on.

TAUNTS AND COMPLIMENTS

Not only can you press the **C** buttons for four different player taunts, but you can also press the control pad buttons to access four more player taunts and compliments.

UNLIMITED POWER SHOTS

If you get a perfect shot ("Nice shot!") while using a power shot, the number of power shots won't go down.

EXTRA CHARACTERS

- **Metal Mario**
To play as Metal Mario you need to get all 108 birdie badges in Tournament mode.
- **Donkey Kong**
To play as Donkey Kong you need to get 30 Stars in the Ring Mode which means you have to shoot the golf ball through the ring and make par 30 times.
- **Play as Maple**
To play as Maple you need to earn 50 birdie badges in Tournament mode. She only has a 245 yard drive but she drives it completely straight every time.

Superman



SINKING SUPERMAN

Go to Practice mode and fly through all but the final ring. Press **Z** to land and then walk

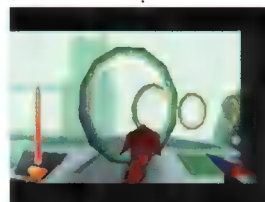
through the ring. Superman will sink into the ground.

LEXCORP: LUTHOR PUZZLE

Here's what to do if you're stuck on the bit where Luthor asks you to spell out his name. First you have to look at the white letters in the middle of the screen. Start with the letter that's white and the same on the control panel. Change it to **L**, then go to the next letter and change to **U**. Continue with this method and you'll get through the puzzle in no time.

HEAT VISION

In Lexcorp, destroy all the dark shadows. After they're gone, look behind the short stone wall with the red velvet ropes attached. You'll find some heat vision and if you pick it up you can start setting trees on fire.



FLOATING CAR

On the very first level, get to the part where you have to move the cars so that they don't hit the

pedestrians in the road. Both cars will be on the road at the same time, but only one of them will actually try hitting the people. You'll get a time limit for both cars but in order to make the car float you must destroy the first car and pick up the second car before the first time limit actually runs out. When the first time limit runs out the second time limit will begin and the second car will move out of your hands and just float there!

RA

Tee off with Donkey Kong and then banish Superman to a life buried in concrete. All this and more in this month's Tips Extra...

Monster Truck Madness 64



You now can play on the Death Trap level.

PASSWORDS

To warp to the level indicated, type the following codes in at the 'codes' screen.

• Beginner

Ruins: G, M, F, K, L, B, 0, 4
 Junkyard: J, M, Right, Left, 7
 Heights: M, star, L, Q, R, R
 Voodoo Island: P, Q, Right, T, star, star, L, T, X, G, R

Greenhill Pass: SW0JK9H

Wasteland: V, Down, star, Z, 0, 0, R, Z, 3, M, N, C, L, Up, 7
 Aztec Valley: Y, Down, X, 2, 3, 3, star, 2, 6, P, Q, F, Right, D, star, 9, F

• Intermediate

Ruins: G, B, G, J, 5, M, T, L
 Junk Yard: J, N, J, M, Q, L, 7, S
 The Heights: M, J, M, P, T, Right, X, R, N
 Voodoo Island: P, J, P, S, W, R, 0, star, 8, 9, R



Greenhill Pass: S, B, S, V, 2, star, 3, X, B, C, Up, 4, Down

Wasteland: V, B, V, Y, 2, X, 6, 0, Down, F, D, 7, B, 2, M

Aztec Valley: Y, F, Y, 1, 5, 0, 9, 3, H, Left, G, Up, Down, 5, 6, 7, 5

Alpine Challenge 1, N, 1, 4, 8, 3, C, 6, K, L, J, D, H, 8, 9, Up, G, 4, N

• Expert

Ruins: G, K, G, H, Up, G, star, Left
 Junk Yard: J, G, J, K, L, J, P, star
 The Heights: M, S, M, N, Right, M, 7, Q, W

Voodoo Island: P, K, P, Q, R, P, Up, T, 7, 9, 3

Greenhill Pass: S, K, S, T, star, S, D, W, Up, C, 6, 1, R

Wasteland: V, O, V, W, X, V, G, Z, D, F, 9, 4, 6, 3, R

Aztec Valley: Y, G, Y, 2, 0, 9, Y, J, 2, G, Left, C, 7, 9, 6, 4, 6, 2

Alpine Challenge: 1, 0, 1, 2, 3, 1, M, 5, J, L, F, Up, C, 9, 7, 9, S, 0, D

Death Trap: 4, 0, 4, 5, 6, 4, P, 8, M, Right, Left, D, F, C, Up, C, V, 3, 2, K, C



EXTRA TRACKS

• Alpine Challenge Track

Successfully complete a circuit under the medium difficulty setting.

• Aztec Valley Track

Successfully complete a circuit under the easy difficulty setting.

• Death Trap Track

Successfully complete a circuit under the hard difficulty setting.

FUNNY NOISES

When racing, press any direction on the D-pad and you will hear a horn, a burp, a fart and other 'amusing' noises.

DEATH TRAP

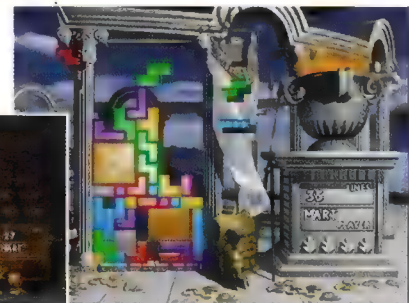
To get to the last level on Expert difficulty, go to the code menu and enter the password:

4, K, Q, 5, C, 5, Y, 5, X, M, C, B, star, B, B, Down, P, 3, 1, Left, 7.

The New Tetris

INTENSE GAMEPLAY MODE

Enter your name as '2fast4u' in the single-player name entry screen. Then just play as usual, and get ready to lose as the sheer pace leaves you for dead.



Classic tip Mario Kart

Mario Kart is back in the N64 charts again so we thought we'd remind you how to master the racer's most difficult shortcut – jumping the wall on Mario Raceway.

First, you'll need a mushroom. Jump at the bit of wall just before the fourth turn – the hairpin bend around the giant mushroom. After the third turn, veer slightly to the left and go

slightly up the hill on the left. Turn sharply back towards the wall and hit your mushroom boost just before you leave the road, jumping at the same time. You need to aim just to the right of where the walls intersect. If you make it you'll land near the giant green pipe. Three perfect laps, with three wall jumps can earn you a Raceway time of less than one minute – it's by no means easy, though.





ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in...

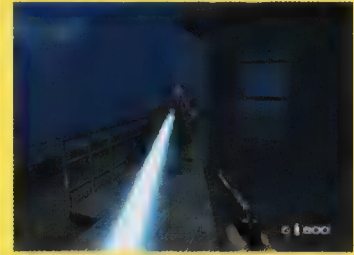
GOLDENEYE

This code allows you to give any of the Dam's guards the weapon of your choice (although they still appear to be wielding a rifle). Some are traditional weapons (such as the RCP90 and Golden Gun), while others are new - presumably Rare toyed with them, before removing them from the game. If you'd like to get your hands on any of these new goodies, simply use the code, kill the guard and grab what he leaves behind.

801CGGGG 00WW

Replace GGGG with guard code:

- 7518 - Guard to the left as you start level
- 75A0 - To the left before tunnel
- 7408 - Right of tunnel
- 7490 - Left of tunnel
- 72F8 - Behind white crates after tunnel
- 7382 - Behind brown crates near gate
- 88C0 - Soldier who activates alarm
- 8508 - Patrols guard tower near white crates
- 8950 - Patrols guard tower near gate
- 8948 - In satellite building
- 78D0 - General in satellite building

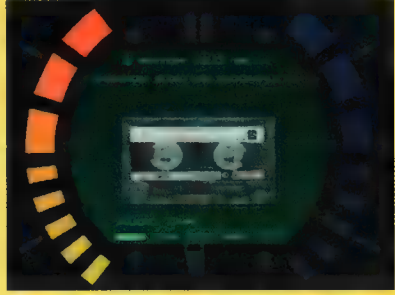


- 8618 - Patrols first guard tower
- 86A0 - Patrols second guard tower
- 8728 - Patrols third guard tower
- 80C8 - To your right before door 3
- 7F30 - Behind crates between doors 2 and 3
- 7FB8 - Between doors 2 and 3
- 8040 - Between doors 2 and 3
- 7EA8 - To the left, before door 2
- 7E20 - Opposite door 2
- 7D10 - To left of door 2
- 7D98 - To right of door 2
- 7AF0 - Between door 2 and console room
- 7C00 - Between door 2 and console room
- 7B78 - Between door 2 and console room
- 7C88 - Between door 2 and console room
- 7958 - Before door to console room
- 7738 - To your left as you enter console room
- 7848 - Inside console room
- 8838 - Inside console room
- 79E0 - Near second monitor in console room

Replace WW with weapon code:

- 00 - Full stop
- 01 - Unarmed
- 02 - Hunting Knife
- 03 - Throwing Knife
- 04 - PP7
- 05 - PP7 Silenced
- 06 - DD44 Dostovei
- 07 - Klobb
- 08 - KF7 Soviet
- 09 - ZMG 9mm
- 0A - D5K
- 0B - D5K Silenced
- 0C - Phantom
- 0D - AR33 Assault Rifle
- 0E - RCP90
- 0F - Shotgun
- 10 - Automatic Shotgun

- 11 - Sniper Rifle
- 12 - Cougar Magnum
- 13 - Golden Gun
- 14 - Silver PP7
- 15 - Gold PP7
- 16 - Moonraker Laser
- 17 - Watch Laser
- 18 - Grenade Launcher
- 19 - Rocket Launcher
- 1A - Hand Grenade
- 1B - Timed Mine
- 1C - Proximity Mine
- 1D - Remote Mine
- 1E - Detonator
- 1F - Taser
- 20 - Tank Shells
- 21 - Briefcase Bomb
- 22 - Plastique
- 23 - Flare Pistol
- 24 - Piton Gun
- 26 - Door Decoder
- 27 - Bomb Defuser
- 28 - Camera
- 2B - Briefcase
- 2C - Weapon Case
- 2D - Safe Cracker
- 2E - Key Analyzer
- 2F - Covert Modem
- 30 - Micro Camera
- 32 - Guidance Data
- 33 - Polarised glasses
- 36 - Gas Key Ring
- 37 - Data Thief
- 38 - Watch Identifier
- 39 - Watch Communicator
- 3A - Watch Geiger Counter
- 3B - Watch Magnet Repel
- 3C - Watch Magnet Attract
- 3D - Goldeneye Key
- 3E - Black Box
- 3F - Circuit Board
- 40 - Clipboard
- 41 - Staff List
- 42 - Red Dossier
- 43 - Plans
- 44 - Spy File



- 45 - Blueprints
- 46 - Map
- 47 - Audio tape
- 48 - Video Tape
- 49 - DAT Tape
- 51 - Keycard
- 52 - Yale Key
- 53 - Bolt Key
- 55/56/57 - Guards throw something explosive as you kill them!

The following weapons work in name only - they look identical to the Piton Gun in the watch's weapon menu:

- 25 - Bungee
- 29 - Lock Exploder
- 2A - Door Exploder
- 31 - Bug Detector
- 34 - Dark Glasses
- 35 - Credit Card
- 4A - Spool Tape
- 4B - Microfilm
- 4C - Micro Code
- 4D - Lectre
- 4E - Money
- 4F - Gold Bar
- 50 - Heroine

Neil Donnelly, via e-mail



All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800.

YOUR ACTION REPLAY CODES

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name.....

Address.....

Postcode.....



Send to: Action Replay codes, MAG Magazine, 30 Monmouth Street, Bath BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

cut out and send to



READERS' TOP 15 TIPS

Remember the best one wins a Makopad from Interact (01204 700139) and an exclusive N64 pin badge.

Cheat of the month

1 GoldenEye 007

In multiplayer, place any type of mine on an ammo box, then pick up the ammo. The mine's still there, but it's invisible until the ammo re-generates.

Daniel Greon, Co. Kerby



2 Turok 2

In multiplayer mode, stand right up against a pillar and fire the grenade launcher, scorpion missile launcher or charge dart rifle. You'll be able to fire straight through the pillar.

Tom Magness, Shropshire

While the game gives you a ticking off for trying to warp, but you'll still be able to run.

Lee Fields, Nottingham



4 N64 Controller

Find yourself a pair of earphones and remove one of the small foam pads. You can then fit this over the top of your control stick perfectly, giving better grip and preventing sore thumbs.

(See also: Mailbox)
Matt Dovey, Lincs

3 Zelda 64

When you're riding Dampé, make the timer stop for a few seconds by playing a warp song. The clock will then freeze.

5 Micro Machines 64 Turbo

Ignore what Oliver Gibson said in N64/31. You should find that entering your name as MOGSLIFE gives you nine lives, GIVETRAX unlocks all the tracks, and ALLTANKS lets you race as the tank on any level.

Nick Mullinger, Maidenhead

6 WCW/NWO Revenge

By walking right up to an opponent and holding Down-C, you'll be able to deflect any of his moves. This is useful when you're running low on energy and need time to recover.

Richard Harris, Derby

7 V-Rally 99

On any track, reverse for five seconds before accelerating over the starting line. The timer



doesn't start until you cross this line, so you'll

knock a few seconds off your race time.

Richard Chubb, Cheshire

8 GoldenEye

In a multi-player game with mines, keep an eye open for players holding a mine in their hands - with careful aim, you can shoot it and blow the mine, and your adversary into a million little pieces. Nice.

Craig Mackenzie, Caithness



9 South Park

In Episode 3, throw a red Terrance doll at one of the floating spaceships. Now shoot the UFO and it will move away, leaving the doll floating early in mid-air.

Greg Duncan, Glasgow



10 Body Harvest

Visit one of the caves or dark rooms, wander up to a skeleton and press A. Adam will tickle it, and the bony

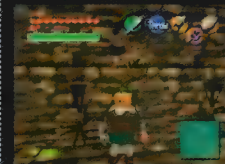
friend will respond with an evil chuckle!

Gilbert Sirriott & Harry Simmons, Clevedon

11 Zelda 64

Jump into the small hut in the Haunted Wasteland. Equip the hover boots, then stand on the small ledge and run over to one of the pots, pressing A just before you land. Link will now be wearing a pot!

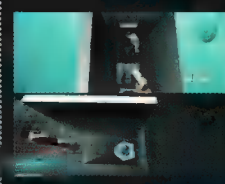
John Palmer, Gloucester



12 Lode Runner 64

Pause the game, hold Z and press Down-C, L, R, L, R, L, R, L, R, L, R. A new option will appear - Enter Secret Worlds - which, unsurprisingly, allows you to play a set of secret worlds.

Jason Porter, Kent



13 GoldenEye

If a player is

hiding in the vent above the toilet, stand outside the cubicle and look at the toilet seat. Your opponent will slowly float down as they come closer to the edge of the vent, allowing you to shoot them.

Mark Allin, Wiltshire

14 Star Wars: Episode 1 Racer

Pick a big pod and head for the Ando Prime Centrum course in the Invitational Circuits. Start the race and stop before the first ramp after the tunnel, then very carefully approach the edge. You'll slowly sink, and after a few moments you'll be able to fly around in the sky.

Graham Sturmy, e-mail



15 Turok 2

A useful tip in multiplayer is to hold down Z at all times if you've got the Cerebral Bone. You'll always hit your opponents using this technique, because the Bone only fires when it finds another player to lock onto.

Anthony Stevens, Preston

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash N64 pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

Name.....

Address.....

.....

.....

.....

Postcode.....

Here's my top tip

It's for [game name]:

And I've found that if you:

TIPS EXTRA

Send to: Tips Extra, N64 Magazine
3D Monmouth St. Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and reinforce on another bit of paper if you run out of room.

Mountain Biking UK

FREE MINT SAUCE KEYRING



COMING SOON...

SAME MAG

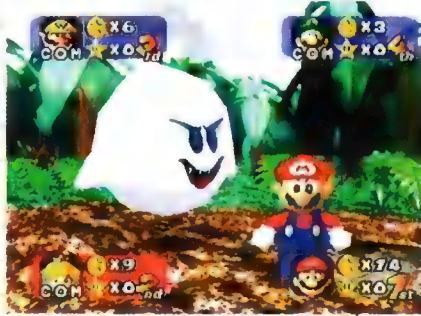
NEW VISION

ON SALE SEPTEMBER 24th

Gaming ailment causing you a minor irritation? Dr Kitts will put a smile back on your face.



Dr Kitts, I'm stuck on *Mario Party*, at the point where you play Slot Car Derby 2 on Mini-Game Island. I just can't beat Toad. Please help me!
Ben Norton, Kent



Dr Kitts scribbles absent-mindedly on the surface of his oak desk. I have two pieces of advice for you, Ben. Firstly, don't press A until "Go!" has appeared on-screen, otherwise your car will embark on a humiliating spin. Secondly, always keep the analogue pushed fully forward, unless smoke starts billowing from your tyres – in that situation, simply let go of the stick for a moment, then push forward again. That cocky mushroom won't know what's hit him.

Dr Kitts, In *Zelda*, I simply can't find anyone who wants the blue chicken that I was given. I've tried everything. I

think it's something to do with its previous owner – the chicken lady – but I'm not sure. Please help, Doc.
Andrew Hooper, Newport

With a glint in his eye, Dr Kitts slowly pulls open a drawer marked 'Syringes – Extra Large'. Always happy to help, Andrew. This is part of the trading sequence that will eventually reward you with Biggoron's Sword. Here are all the trading items, and who you should trade with: **Blue Chicken:** Sleeping guy in Lost Woods. **Odd Mushroom:** Old woman behind the potion shop in Kakariko Village.

Potion: Small girl in Lost Woods. **Poacher's Saw:** Carpenter's boss outside the tent in Gerudo Valley. **Broken Sword:** Biggoron at the top of Death Mountain. **Prescription:** King Zora in Zora's Domain.



Eyeball Frog: Professor in Lakeside Laboratory at Lake Hylia. **Eyedrops:** Biggoron again.

Dr Kitts, I was playing around in Snowman's Land in *Super Mario 64*, and had my hat blown off by the Big Snowman. I exited the level, and when I returned, one of the snowmen on the ground was wearing the cap. How do I get it back?
James Mishreki, Durham

Dr Kitts rolls his eyes and tuts loudly. Oh, James, you're going to kick yourself. By running in tight circles around the naughty snowman, you'll confuse the poor chap. He'll melt back into the snow, leaving the hat on the ground for you to grab. Now where are those rubber gloves...

Dr Kitts, On *South Park*, Episode 5/3, I'm finding it hard to defeat Ultra Mega Mega Man. Help! Please help!?
Carlo Cappalonga, Hertfordshire

Dr Kitts wipes a small drop of blood from his otherwise pristine starched white coat. Stop screaming, Carlo – I have just



the thing for you. The key to defeating this boss is skillful use of the Sniper Chicken, and your Terrance and Philip stink dolls. By aiming these at Ultra Man's head and the panel on his back, you should send him packing in no time. It's important, too, to press the green button when he makes a beeline for the re-generator.



Got a gaming query?

Doesn't matter how small, or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is

and I live at

.....

.....

.....

Postcode

You're through to the...

NINTENDO

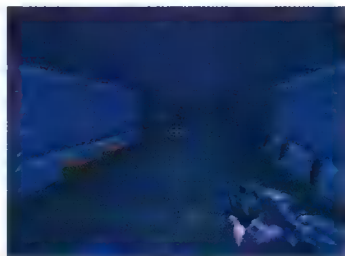
Sneaking about in darkened corridors, crawling through sewage outlets, sniping at half-mechanical beasts that roam the building...

Sound familiar? If you've played *Quake II* it will. And this month, we've gone all out and provided you with a full list of every secret to be found on each level. Much better than taking on the might of the Strogg hoard with nothing more than a potato peeler, we trust you'll agree.



Quake II

EVERY SECRET REVEALED!



STROGG OUTPOST

Box of shells: Underwater past the first door.

Invisibility: Above the second door.
Super Shotgun: After using the lift, shoot the barrels in the large room, behind the ladder.

Adrenaline: Shoot a switch above the door in the room after the lift.

CENTRAL COMPLEX STAGE

Combat Suit: (Mission 2) On a ledge in the left corner of the first room.

Adrenaline: (Mission 3) In the room containing the Explosive Charges, shoot the barrel in the corner.

Power Amplifier: (Mission 4) On the ledge in the room with the Security Terminal.



INTELLIGENCE CENTRE

Flak Jacket: (Mission 5) In the second room, shoot the switch in the ceiling you can see as soon as you go in.

Ammo Pack: (Mission 5) After the green barriers, shoot the "X" above the stacked crates to reveal a secret passage.

Health Kits: (Mission 5) In the room with the Data Disk, shoot the sparking crack in the corner.

COMMUNICATIONS CENTRE

Mega Health: (Mission 7) In the green, radioactive pit near the start.

Med kits: (Mission 7) Shoot



the red switch in the high ceiling next to the start.

Silencer: (Mission 7) In the courtyard, shoot the red switch on the far side of the stairs.

ORBITAL DEFENCE

Mega Health: (Mission 9) Follow the path from the start of the level until you get to the T-junction. Take the left turn and shoot at the cracked section of the ceiling.

Power Amplifier: (Mission 10) Shoot the red switch in the ceiling to reveal Adrenaline.

Rocket Launcher: (Mission 10) Jump into the open launch platform before it closes.

Combat Suit: (Mission 11) Where the Explosive Charges are, touch the small box in the corner.



DOCKING STATION

Adrenaline: (Mission 12) Shoot the red switch under the lift next to the first Explosive Charge drop-off point.

Rockets: (Mission 12) Jump into the first red window in the hallway leading from the second Explosive Charge drop-off point.

Rockets: (Mission 12) In the escape room, shoot the red switch behind the crates.

STROGG FREIGHTER

Hyperblaster: Shoot the white rectangle on the wall behind the first column.

Adrenaline: Shoot the red switch above the green switch in the Blue Key room.



CARGO BAY

Combat Suit: In an alcove, on the left end of the first conveyor belt.

Invisibility: Touch the green switch on the wall in the room past the first conveyor belt.

Power Amplifier: Shoot the red switch to reveal an alcove.

01703 652222



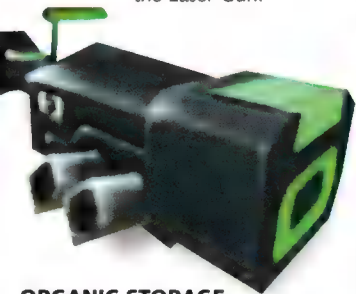
HOTLINE

ZAXITE MINES

Combat Suit: Underwater in the centre of the Control Room.

STORAGE FACILITY

BFG 10k: (Mission 18) Hidden in a stack of crates in the room with the Laser Gun.

**ORGANIC STORAGE**

Power Shield: (Mission 19) Shoot the left wall in the room past the first crate room.



Body Armour: (Mission 20) In the last room, climb the crates and jump across the other side.

PROCESSING CENTRE

Mega Health: In the first room, shoot the red switch in the ceiling and jump on the lowered boxes.

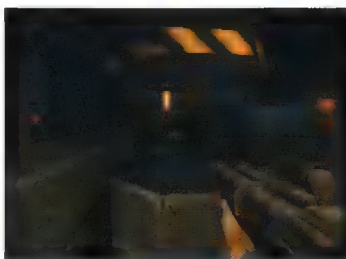
Combat Suit: Shoot the red switch behind the crates, in the pit past the second conveyor belt.

Power Amplifier: Shoot the ceiling grate in the alcove on the left, after the yellow key door.

**GEOHERMAL STATION**

Power Amplifier: (Mission 20B) In the corner past the first door after crossing the lava.

Body Armour: (Mission 21) On the ledge in the room with the cylinders and revolving gear.

**DETENTION CENTRE**

Invisibility: Shoot the sparking crack in the ceiling above the first staircase.

Rockets: Shoot the red ceiling switch of the room after the large cage.

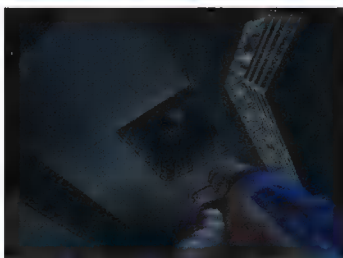
Power Amplifier: Swim into the alcove in the water, past the electric bolt room.

RESEARCH LAB

Combat Suit: (Mission 24) Shoot the cracked vent at the end of the corridor at the top of the lift.

Adrenaline: (Mission 25A) Shoot the red switch where the Icarus appeared at the end of Mission 24.

Power Amplifier: (Mission 25A) Shoot the red switch in the computer room near the exit.

**BIO-WASTE TREATMENT**

Power Amplifier: (Mission 25B) Underwater in the corner of the second large room.

Adrenaline: (Mission 25B) Hidden behind a pipe after the first lift.

Ammo, Health: (Mission 26) Shoot the switch behind the ladder on the second level.

**ACCESS CONDUITS**

Adrenaline: (Mission 28) Shoot the red switch in the stairwell ceiling to be raised up to the alcove.

Power Amplifier: (Mission 28) Shoot the red switch in the alcove near the entrance to the pump room.

Adrenaline: (Mission 28) Shoot the red switch in the arena room.

DESCENT TO CORE

Power Amplifier: In an alcove at the first lift.

Mega-Health: On a ledge above the entrance in the room with the 'X' lift.

COMMAND CORE

Power Shield: In a room underneath the lift.

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest games players in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

Now also available!

We now also have a NEW fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles, 24 hours a day. Calls cost 50p a

minute so make sure you have the permission of whoever pays

your phone bill before calling.

Call us on **0891 669945**

and please make sure you have a pen and paper ready.



Eight challenges to test the best.

GAME ON

When we visit our local game shop, we always shed a tear seeing all the second-hand N64 games piled in cheap white baskets, abandoned. There's no need for it, you know – now, with our Game On challenges, you can prolong the life of all your favourite titles.

Thanks largely to the deviousness of the challenges you've sent in, earning the Gold Award in any of this month's tasks is going to be a real 'mare. Be warned – N64 does not accept responsibility for any distress or injury caused as a result of these uncommonly tricky challenges.

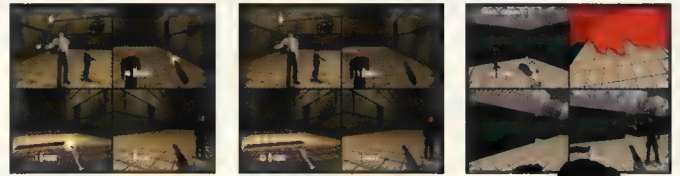
FIFA 98 The Train Event



Thanks to **Erik Amit Nordlie** from **Norway** for this four-player challenge. You'll need to enter a Training Match with the 'keepers set to 'on'. Then you and a friend start in attack, while your other two mates go into defence. Start the game and play as normal for five minutes, trying to sneak as many shots past the opposition's goalie as possible, while keeping the ball out of your own net. If you hadn't realised it already, the ref's gone, so now you're free to terminate the opposition via some extreme prejudice with impunity – try tripping the keeper while your team-mate easily rolls one over the line into the empty net. Sweet.

SCORE 25-0 20-0 15-0

GoldenEye 007 The President must die



Thanks go out to **Gannesh Rajah** of **Middlesex** for this great four-player challenge, based on the PC's *Half Life Team Fortress*. Play a five-minute Licence To Kill game, with pistols, on any level you fancy (we recommend Facility). You play as the 'Assassin', while your three friends act as the 'President' and his two bodyguards. Your mission is to repeatedly assassinate the president, with the two bodyguards using maximum force in their efforts to stop you. The President isn't allowed to use weapons or fists, and you must allow time for the bodyguards to track him down again after he's been killed.



KILLS 15 10 5

Super Mario 64 Coins in a mountain

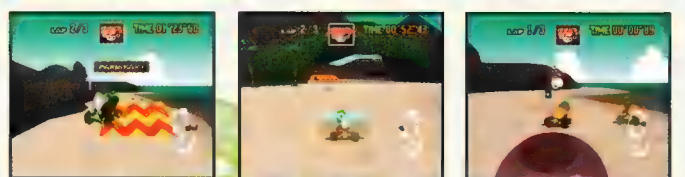


The idea for this challenge came from **Luke Wilson** of **Stockport-on-Severn**. Enter Tall Tall Mountain and proceed to the slide (it's hidden behind the wobbly wall next to the floating cloud). Your task is to finish the race with as few coins and 1-Up mushrooms in Mario's pockets as possible. It's trickier than you might think – the three blue coins which bounce down the first two straights are particularly hard to avoid, but remember that you've got a single jump at your disposal. For a Silver award, it's zero coins; for Gold, you'll need to do the same using the Mario Cam *only*.

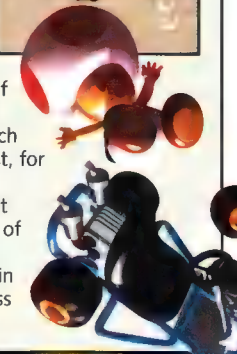


SCORE 0 0 1 Lakitu

Mario Kart 64 Ghost of a chance



This little challenge is a painful and frustrating test of your karting abilities. Choose any character you like, then finish one complete race on Koopa Troopa Beach – it's best not to get a turbo start, or use the R-boost, for reasons which will become obvious. Once you've finished, restart the race, then try to keep your ghost on-screen – if you lose sight of it, either off the side of the screen, behind you or way off in the distance, you've failed. You'll need to keep the ghost slightly in front, then – but you won't earn a Gold medal unless you nip past at the end and win the race. Yikes.



CLEARED (PERCENTAGE) 90 50 25

Quake II

Civil War



Flick your safety catch to 'on' for this challenge, because you're not allowed to fire a single bullet. Start a new game on 'Hard', then see how many kills you can clock up by getting the Stroggs to shoot each other. Running and side-stepping will cause them to shuffle into each other's line of fire, but even better is arranging a grudge match between the normal guards and the Shotgun Guards, who you'll find near the end of the stage - in fact, this is essential if you're looking to get rid of two guards at different heights. To earn the medal, you'll need to finish the level, too.

CIRCUITS



11



8



5

WWF Warzone

Miniature Mele



Last month, we had you playing basketball with four-foot midgets in *NBA Courtside*. This month, you're going to be grappling with pallid weaklings in Acclaim's splendid wrestling game. Use *Warzone's* Create-A-Wrestler feature to fashion a fighter with every attribute (strength, toughness, etc.) on a big fat zero. Now enter your wimp into a Royal Rumble match, and get 'rasslin. You'll need to know the moves inside out, although you might like to try forcing a ring-out by downing your opponent outside the ring, rather than risk taking too much damage inside the squared circle.

WINS



20



15



5

Beetle Adventure Racing

Spin City



Spookily, both Adam Williams of Newport and Gregory Dillon of Ealing came up with an identical challenge for EA's action-packed Volkswagen racer. You can attempt this challenge on your own in Time Attack mode, or with your friends in Beetle Battle. On any track, drive as fast as possible, head up a ramp, then - a fraction of a second before you shoot off the end - push left or right and hit the handbrake. You should fly off the ramp and spin through the air like a loon, with your speed, accuracy and timing on your take off determining how many full circles you manage to pull off before you hit the ground again. It ain't easy.

SPINS



4



3



1

Zelda 64

Welling Up



The Z-button lock-on is one of *Zelda's* greatest inventions, but it makes moving around a little tricky when there isn't an object or bad guy to lock onto. So guess what? As child Link, we want you to climb on top of the well wall in Kakariko Village (make sure you've completely obliterated the signpost first), then hold Z and see how many times you can make an entire circuit of the rim without falling off the wall on either side. Really subtle movements of the analogue stick are the key here, and you'll need to memorise the shape of the well too - the camera is so close that the wall barely appears on the screen in front of you.

CIRCUITS



5



4



2

Now it's your turn!

GAME ON



Do you have any weird ways of playing your favourite games? Perhaps you've discovered a cool area for acrobatics in *Mario 64*, an original new way to play *GoldenEye* deathmatches, or a few time challenges in *Zelda*. If you've got a nifty challenge that you'd like to share with *N64* readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals. We'll print the best ones right here, and you'll get a highly prized *N64* pin badge for your troubles. Not bad, hmm? Send your challenges to:

Game On, *N64* Magazine, 30 Monmouth Street, Bath, BA1 2BW



I'M THE BEST

Reckon you're better than the average gamer? Here's where to prove it...

When the jiffy bags start escaping from the box and the precarious pile threatens to collapse over Mark's desk, we know it's time to tackle I'm the Best.

We've kicked off the *Quake II* leagues this month, but as you can see, there's

plenty of room for some more times from you. We've also had sackfuls of *Episode 1: Racer* times cluttering up the office, so keep on sending them in too – the more the merrier. And remember, not only will you get the chance to see your name in print – you could also find yourself winning a shiny new joypad.

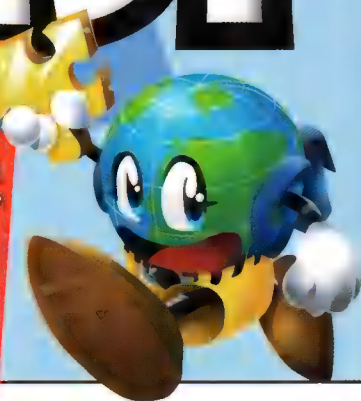
New League

WORLD DRIVER CHAMPIONSHIP*

We want your times for the following tracks!

- New Zealand A
- Hawaii A
- Rome B
- Sydney A
- Kyoto A
- Black Forest A

It's in the Wings now!



STAR PERFORMANCE



This month's star performance accolade goes to Neil Glenister from High Wycombe for his superb *Episode 1: Racer* times. We can only assume he's been following the hints and tips in last month's Double Game Guide +. Nice one Neil, there's a funky new joypad from Interact (01204 700139) in the post. Enjoy!



And don't forget, if you think your times are just that little bit special then send them in to I'm the Best, clearly marking your envelope 'Star Performance'. Good luck.

NEW HIGH SCORE!



Back in N64/32 we asked for your fastest times for Australia's Albert Park in *F1 World Grand Prix 2*. Tim reckoned anything faster than 1'34"932 was pretty good so we were amazed when Robert Watkin from London sent in his time – a jaw-dropping 1'06"41! Well done Robert, you'll be receiving a gleaming new joypad too.

THIS MONTH'S TIME TO BEAT



The brilliance of *World Driver* came as something of a surprise (N64/32 91%) – it's undoubtedly the best N64 racer to date. We'll be starting an I'm the Best league in issue 36, so to kick things off have a go at Black Forest, Track C, and try to finish it in less than 40 seconds. The tips on page 82 should help.

F1 World Grand Prix



LUX (PAL) TIMES ONLY (No secret cars)

SAN MARINO		
1	1'04"32	Christopher Gregory, Nelson
2	1'04"36	Jack McCarthy, Dublin
3	1'05"33	Tony Dunster, London
4	1'05"60	Kristoffer Thorbjornsen, Fife
5	1'05"90	Joachim Clauwers, Belgium
SPAIN		
1	1'02"91	Christopher Gregory, Nelson
2	1'04"30	Jack McCarthy, Dublin
3	1'04"37	Joachim Clauwers, Belgium
4	1'05"44	Hedley Gabriel, Essex
5	1'05"78	Kristoffer Thorbjornsen, Fife
CANADA		
1	0'55"93	Joachim Clauwers, Belgium
2	0'56"69	Jack McCarthy, Dublin
3	0'56"79	Anders Ringdal, Norway
4	0'58"33	Kristoffer Thorbjornsen, Fife
5	0'58"79	Christopher Gregory, Nelson
HUNGARY		
1	1'00"88	James Hegarty, Belfast
2	1'00"88	Joachim Clauwers, Belgium
3	1'02"04	Jack McCarthy, Dublin
4	1'02"44	Kristoffer Thorbjornsen, Fife
5	1'03"34	Anders Ringdal, Norway
BELGIUM		
1	1'22"08	Jack McCarthy, Dublin
2	1'22"26	Hedley Gabriel, Essex
3	1'22"80	Joachim Clauwers, Belgium
4	1'23"88	Anders Ringdal, Norway
5	1'24"66	Kristoffer Thorbjornsen, Fife
AUSTRIA		
1	0'53"29	Joachim Clauwers, Belgium
2	0'54"12	Jack McCarthy, Dublin
3	0'54"97	Anders Ringdal, Norway
4	0'55"49	Kristoffer Thorbjornsen, Fife
5	0'55"68	James Hegarty, Belfast

F1 WGP 2



UK (PAL) TIMES ONLY (No secret cars)

AUSTRALIA

1	1'06"41	Robert Watkin, London
2	1'08"26	James Hegarty, Belfast
3	1'09"12	Chris Pearson, Skipton
4	1'09"54	Stuart Black, Middlesex
5	1'09"76	Tom White, West Sussex

MONACO

1	1'07"07	Chris Pearson, Skipton
2	1'10"01	James Hegarty, Belfast
3	1'11"57	Robert Watkin, London
4	1'22"13	Craig Smith, Bury
5	0'00"00	Your times here!!

SPAIN

1	1'08"40	Chris Pearson, Skipton
2	1'10"01	Robert Watkin, London
3	1'11"57	James Hegarty, Belfast
4	1'24"23	Craig Smith, Bury
5	0'00"00	Your times here!!

BELGIUM

1	1'28"07	Chris Pearson, Skipton
2	1'30"63	Robert Watkin, London
3	1'31"35	Craig Smith, Bury
4	1'31"43	James Hegarty, Belfast
5	0'00"00	Your times here!!

JAPAN

1	1'16"85	Chris Pearson, Skipton
2	1'19"37	Robert Watkin, London
3	1'23"09	James Hegarty, Belfast
4	1'37"43	Craig Smith, Bury
5	0'00"00	Your times here!!

BRITAIN

1	1'05"99	Chris Pearson, Skipton
2	1'06"76	James Hegarty, Belfast
3	1'06"83	Robert Watkin, London
4	1'27"23	Craig Smith, Bury
5	0'00"00	Your times here!!

BRAZIL

1	1'01"37	Chris Pearson, Skipton
2	1'02"39	James Hegarty, Belfast
3	1'03"89	Robert Watkin, London
4	1'15"17	Craig Smith, Bury
5	0'00"00	Your times here!!

FRANCE

1	1'01"01	Chris Pearson, Skipton
2	1'02"46	James Hegarty, Belfast
3	1'03"41	Robert Watkin, London
4	1'16"19	Craig Smith, Bury
5	0'00"00	Your times here!!

Episode 1



BOONTA TRAINING COURSE

1	0:36.344	Dominic Tournier, Australia
2	0:36.588	Richard Gough, Burton-on-Trent
3	0:36.624	Andrew Mills, Dundee
4	0:37.545	Malcolm Sheen, Lanarkshire
5	0:37.794	Tom Maidment, Tunbridge Wells

MON GAZZA SPEEDWAY

1	0:14.715	Neil Glenister, High Wycombe
2	0:15.615	Robert Kilpatrick, Switzerland
3	0:15.801	Darren Hawker, Bournemouth
4	0:15.851	Malcolm Sheen, Lanarkshire
5	0:15.865	James Swain, Essex

BEEDO'S WILD RIDE

1	1:04.159	Andrew Mills, Dundee
2	1:05.268	Neil Glenister, High Wycombe
3	1:05.771	Nader Kohbodi, Anglesey
4	1:08.019	Malcolm Sheen, Lanarkshire
5	1:08.936	James Swain, Essex

MALASTARE 100

1	0:40.320	Neil Glenister, High Wycombe
2	0:40.719	Dominic Tournier, Australia
3	0:41.832	James Swain, Essex
4	0:42.252	Andrew Mills, Dundee
5	0:42.493	Malcolm Sheen, Lanarkshire

VENGEANCE

1	1:13.573	James Swain, Essex
2	1:14.002	Neil Glenister, High Wycombe
3	1:14.240	Malcolm Sheen, Lanarkshire
4	1:14.285	Andrew Mills, Dundee
5	1:15.107	Andrew Harvey, Reading

SCRAPPERS RUN

1	0:43.321	Neil Glenister, High Wycombe
2	0:43.610	James Swain, Essex
3	0:44.476	Malcolm Sheen, Lanarkshire
4	0:44.837	Andrew Mills, Dundee
5	0:44.874	Dominic Tournier, Australia

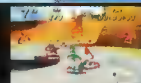
ANDO PRIME CENTRUM

1	0:59.390	Dominic Tournier, Australia
2	1:03.908	Neil Glenister, High Wycombe
3	1:04.954	Nader Kohbodi, Anglesey
4	1:05.897	Richard Gough, Burton-on-Trent
5	1:06.011	Andrew Mills, Dundee

EXECUTIONER

1	1:29.381	Neil Glenister, High Wycombe
2	1:30.427	Andrew Mills, Dundee
3	1:31.277	Malcolm Sheen, Lanarkshire
4	1:31.685	Nader Kohbodi, Anglesey
5	1:33.521	James Swain, Essex

Diddy Kong Racing



UK (PAL) TIMES ONLY

EVERFROST PEAK

1	1'32"40	Andrew Mills, Dundee
2	1'34"40	Anthony Kay, Macclesfield
3	1'36"80	Peter Tweedie, Woking
4	1'36"93	Adam Tucker, Norfolk
5	1'37"01	Richard Earl, Cumbria

FROSTY VILLAGE

1	1'20"60	Richard Dunn, Lincolnshire
2	1'25"51	Adam Tucker, Norfolk
3	1'25"95	Shaun Baker, Bristol
4	1'27"40	Christopher McCabe, Co. Down
5	1'27"56	Andrew Harvey, Reading

WHALE BAY

1	0'56"75	Adam Tucker, Norfolk
2	0'57"46	Morten Tronstad, Norway
3	0'58"71	Andrew Mills, Dundee
4	0'59"43	Danny Dunn, Lincolnshire
5	1'02"85	Andrew Harvey, Reading

PIRATE LAGOON

1	1'05"73	Jan-Erik Spangberg, Sweden
2	1'06"11	Morten Tronstad, Norway
3	1'08"95	Andrew Mills, Dundee
4	1'10"30	Shaun Baker, Bristol
5	1'11"91	Adam Tucker, Norfolk

TREASURE CAVES

1	0'49"06	Richard Dunn, Lincolnshire
2	0'49"76	Adam Tucker, Norfolk
3	0'50"53	Andrew Harvey, Reading
4	0'50"86	Andrew Mills, Dundee
5	0'50"96	Jan-Erik Spangberg, Sweden

BOULDER CANYON

1	1'33"26	Morten Tronstad, Norway
2	1'33"81	Danny Dunn, Lincolnshire
3	1'36"40	Andrew Mills, Dundee
4	1'43"26	Andrew Harvey, Reading
5	1'46"40	Colin Sales, Bishopton

HAUNTED WOODS

1	0'54"95	Jan-Erik Spangberg, Sweden
2	0'55"75	Adam Tucker, Norfolk
3	0'55"86	Richard Dunn, Lincolnshire
4	0'57"06	Tim Booth, Shrewsbury
5	0'57"45	Shaun Baker, Bristol

STAR CITY

1	1'29"53	Adam Tucker, Norfolk
2	1'30"90	Richard Dunn, Lincolnshire
3	1'31"93	Morten Tronstad, Norway
4	1'33"71	Tim Booth, Shrewsbury
5	1'34"76	Andrew Mills, Dundee

SPACEPORT ALPHA

1	1'40"71	Andrew Mills, Dundee
2	1'43"10	Morten Tronstad, Norway
3	1'51"10	Tim Booth, Shrewsbury
4	1'51"31	Shaun Baker, Bristol
5	1'53"51	Adam Tucker, Norfolk



Mario Kart 64



UK (PAL) TIMES

MOO MOO FARM

1	1'34"16	Andrew Hannath, Swindon
2	1'34"62	David Nicol, Cambridge
3	1'34"74	Rob Humphrey, Leicestershire
4	1'35"68	Keith Brazendale, Aberdeen
5	1'35"74	Ian Gore, Somerset

KALIMARI DESERT

1	2'14"01	Andrew Hannath, Swindon
2	2'15"25	Colin Sales, Bishopton
3	2'15"30	David Nicol, Cambridge
4	2'15"87	Abdul Aziz, London
5	2'16"20	Raymond Wegman, Holland

TOAD'S TURNPIKE

1	3'09"73	David Nicol, Cambridge
2	3'10"09	Keith Brazendale, Aberdeen
3	3'10"18	Raymond Wegman, Holland
4	3'10"27	Matthew Richardson, Barry
5	3'10"63	Rob Humphrey, Leicestershire

CHOCO MOUNTAIN

1	2'04"12	Rob Humphrey, Leicestershire
2	2'04"61	Stuart Black, Middlesex
3	2'06"07	Keith Brazendale, Aberdeen
4	2'06"30	Ian Gore, Somerset
5	2'06"35	Ian Gore, Somerset

WARIO STADIUM

1	2'40"57	Gary Carney, Newcastle Upon Tyne
2	2'41"11	Christopher McCabe, Co. Down
3	2'41"19	Tony Dunster, London
4	2'41"89	David Nicol, Cambridge
5	2'42"95	Jenna Blackman, Bognor Regis

SHERBET LAND

1	2'09"20	Keith Brazendale, Aberdeen
2	2'09"43	Rob Humphrey, Leicestershire
3	2'09"58	David Nicol, Cambridge
4	2'09"67	Chris Buchanan, Worcester
5	2'09"79	Craig Davidson, Scotland

D.K.'S JUNGLE PARKWAY

1	2'27"97	Tony Dunster, London
2	2'30"25	Alan West, Suffolk
3	2'31"96	Andrew Elliott, Co. Armagh
4	2'32"86	Raymond Wegman, Holland
5	2'33"00	Christopher McCabe, Co. Down

YOSHI'S VALLEY

1	2'01"96	Keith Brazendale, Aberdeen
2	2'03"60	Tony Dunster, London
3	2'03"61	Christopher McCabe, Co. Down
4	2'03"61	Alan West, Suffolk
5	2'05"32	Michael Tay, Aberdeen

RAINBOW ROAD

1	4'54"84	Richard Walklate, Southampton
2	4'55"89	Rob Humphrey, Leicestershire
3	4'58"74	Jenna Blackman, Bognor Regis
4	5'00"37	Raymond Wegman, Holland
5	5'00"57	Richard Earl, Cumbria

Mario Party



Flight Time

1	0'09"96	Kevin Moss, Wolverhampton
2	0'09"76	Matthew Sexton, Bedford
3	0'09"76	Gavin Eggar, Staffs
4	0'09"60	Alex Parsons, Oldbury
5	0'09"68	Simon Thrussell, Reading
6	0'09"48	Ron Klijn, The Netherlands
7	0'09"48	Tom Maidment, Kent
8	0'09"48	Matthew Gregory, Chesterfield
9	0'09"44	Alex Deas, Scotland
10	0'09"36	Philip Evans, Manchester

No. of Eggs

1	61	Robert Iveson, Leeds
2	59	Kevin Moss, Wolverhampton
3	58	Matthew Sexton, Bedford
4	58	Gavin Eggar, Staffs
5	58	Simon Thrussell, Reading
6	57	Alex Parsons, Oldbury
7	56	Ron Klijn, The Netherlands
8	56	Philip Evans, Manchester
9	56	Tom Maidment, Kent
10	56	Matthew Gregory, Chesterfield

Slot car derby 1

1	0'23"16	Robert Iveson, Leeds
2	0'24"93	Matthew Sexton, Bedford
3	0'24"94	Arne Eilers, London
4	0'25"00	Ewan McLaughlin, Tyne & Wear
5	0'25"03	Mervyn Wan, Surrey

Slot car derby 2

1	0'30"46	Robert Iveson, Leeds
2	0'31"66	Arne Eilers, London
3	0'33"66	Mervyn Wan, Surrey
4	0'33"73	Ewan McLaughlin, Tyne & Wear
5	0'33"80	Matthew Sexton, Bedford

Bumper Ball Maze 1

1	0'32"40	Ruben Larsen, Norway
2	0'33"80	Matthew Sexton, Bedford
3	0'35"16	Daniel Syversen, Norway

Bumper Ball Maze 2

1	0'30"84	Ruben Larsen, Norway
2	0'33"56	Matthew Sexton, Bedford
3	0'36"72	Daniel Syversen, Norway

Bumper Ball Maze 3

1	0'37"96	Ruben Larsen, Norway
2	0'39"60	Matthew Sexton, Bedford
3	0'41"68	Daniel Syversen, Norway

V-Rally '99

ARCADE 1

1	14'28"64	Hamish Macaulay, Argyll
2	14'29"52	Dafydd Evans, Denbigh
3	14'30"00	James Hegarty, Belfast
4	14'37"56	Jonathan McIlvaney, Washington
5	14'39"32	Tom Willian, Nottingham

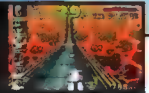
ARCADE 2

1	20'40"12	Jan-Erik Spangberg, Sweden
2	22'07"12	Joachim Clauwers, Belfast
3	22'38"92	James Hegarty, Belgium
4	22'47"60	Daniel Hughes, Billerica
5	22'54"68	Tom Willian, Nottingham

ARCADE 3

1	26'48"96	Dafydd Evans, Denbigh
2	27'21"84	Daniel Hughes, Billerica
3	27'46"16	James Hegarty, Belgium
4	27'55"20	Tom Willian, Nottingham
5	28'04"72	Stuart Masterton, Milton Keynes

F-Zero X



UK (PAL) TIMES

SAND OCEAN

1	1'16"854	Gary Carney, Newcastle-upon-Tyne
2	1'16"917	David Van Moer, Belgium
3	1'17"007	Morten Tronstad, Norway
4	1'17"448	Tony Dunster, London
5	1'17"686	Steve Woolley, Norfolk

BIG BLUE

1	1'22"403	Gary Carney, Newcastle-upon-Tyne
2	1'31"999	Tony Dunster, London
3	1'32"502	David Van Moer, Belgium
4	1'43"249	Adam Tucker, Norfolk
5	1'33"345	Morten Tronstad, Norway

SECTOR ALPHA

1	1'24"830	David Van Moer, Belgium
2	1'24"888	Victor Hacon, Norfolk
3	1'24"935	Gary Carney, Newcastle-upon-Tyne
4	1'25"196	Tony Dunster, London
5	1'25"472	Patrick Wessels, Holland

DEVIL'S FOREST 2

1	1'16"218	Hedley Gabriel, Essex
2	1'21"038	Adam Tucker, Norfolk
3	1'22"152	D. D. Ramone, Carlisle
4	1'22"591	Sam Fenwick, Leighton Buzzard
5	1'22"960	Gary Carney, Newcastle-upon-Tyne

FIRE FIELD

1	1'15"183	D. D. Ramone, Carlisle
2	1'17"802	Gary Carney, Newcastle-upon-Tyne
3	1'19"908	David Van Moer, Belgium
4	1'22"251	Hedley Gabriel, Essex
5	1'22"745	Sam Fenwick, Leighton Buzzard

RED CANYON 2

1	1'34"800	Gary Carney, Newcastle-upon-Tyne
2	1'35"555	D. D. Ramone, Carlisle
3	1'39"323	Tony Dunster, London
4	1'40"773	Morten Tronstad, Norway
5	1'42"658	Steve Woolley, Norfolk

SPACE PLANT

1	2'02"173	D. D. Ramone, Carlisle
2	2'05"109	Sam Fenwick, Leighton Buzzard
3	2'05"442	Gary Carney, Newcastle-upon-Tyne
4	2'05"581	Alan Bell, Milford Haven
5	2'06"514	David Van Moer, Belgium

PORT TOWN 2

1	1'53"521	Gary Carney, Newcastle-upon-Tyne
2	1'54"190	Adam Tucker, Norfolk
3	1'54"461	David Van Moer, Belgium
4	1'54"676	D. D. Ramone, Carlisle
5	1'56"702	Patrick Wessels, Holland

SAND OCEAN 2

1	1'37"485	Gary Carney, Newcastle-upon-Tyne
2	1'37"834	Tony Dunster, London
3	1'38"635	D. D. Ramone, Carlisle
4	1'39"191	David Van Moer, Belgium
5	1'39"894	Steve Woolley, Norfolk

Wipeout 64

KLIES BRIDGE

1	0:21.0	Ian Ellis, Wrexham
2	0:21.4	Anthony Kay, Macclesfield

GORON IV

1	0:32.4	Anthony Kay, Macclesfield
2	0:34.7	Ian Ellis, Wrexham

SOKANA

1	0:36.2	Anthony Kay, Macclesfield
2	0:46.0	Ian Ellis, Wrexham

DYRONESS

1	0:24.6	Anthony Kay, Macclesfield
2	0:27.4	Ian Ellis, Wrexham

MACHAON II

1	0:38.2	Anthony Kay, Macclesfield
2	0:43.9	Ian Ellis, Wrexham

TERAFUMOS

1	0:32.5	Anthony Kay, Macclesfield
2	0:36.5	Ian Ellis, Wrexham

Beetle Adventure Racing

COVENTRY COVE

1	4'44"28	Matthew Leach, Cheshire
2	4'51"90	Evren Ondeafendi, London
3	4'52"91	Martin Van Duuren, Holland
4	4'52"94	Osman Sharif, Oxford
5	4'53"35	Daniel Girling, Bromley

MOUNT MAYHEM

1	4'48"42	Matthew Leach, Cheshire
2	4'53"13	Evren Ondeafendi, London
3	4'53"81	Osman Sharif, Oxford
4	4'55"96	Martin Van Duuren, Holland
5	4'58"12	Martin Filskov, Worcester

SUNSET SANDS

1	5'25"73	James Robinson, Cheshire
2	5'30"26	Martin Van Duuren, Holland
3	5'43"41	Simon Jeffree, Northampton
4	5'59"62	Osman Sharif, Oxford
5	6'13"51	Evren Ondeafendi, London

INFERNO ISLE

1	6'39"95	Osman Sharif, Holland
2	6'42"32	Evren Ondeafendi, London
3	6'45"33	Osman Sharif, Oxford
4	7'04"99	James Robinson, Cheshire
5	7'05"02	Christian Norton, Eastbourne

METRO MADNESS

1	5'49"03	Ross Anderson, Peterborough
2	5'50"49	James Robinson, Cheshire
3	5'53"88	Martin Van Duuren, Holland
4	6'01"82	Sean MacKenzie, Edinburgh
5	6'03"25	Osman Sharif, Oxford

WICKED WOODS

1	4'05"93	Osman Sharif, Oxford
2	4'11"17	Evren Ondeafendi, London
3	4'15"80	Martin Van Duuren, Holland
4	4'31"64	Martin Filskov, Denmark
5	4'31"72	James Robinson, Cheshire

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible. Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post - it'll be there in the next one.

Think you're a world-class gamer?
Skill Club 64 is where you can prove it.
Best get gaming, then, eh?



the rules

Skill Club 64. It's your first stop on the road to true gaming brilliance. And, if you're good enough to get your name printed in these hallowed pages, your fame will spread far and wide and everyone will be able to see just how good you are. There, if that's not enticement enough to get challenging, we don't know what is.



Especially as now we've got the super-hard, super-exclusive Platinum Club for you to try and get into. Last month saw the very first Platinum Club entrants (Christopher Davies, Andrew Mills, David Nicol, Richard Davies, Stephen Adams, Graham Underwood and Andrew McGrae – well done to all of them), and now they're begging for some company. There's a massive 14 challenges to complete for Platinum Club entry, but get them licked and not only will you be part of the Club, you'll receive a rare N64 Magazine T-Shirt, an N64 Magazine pin badge and, of course, an exclusive Platinum Club certificate. Lovely.



And don't forget that the Bronze, Silver and Gold Clubs are still going strong, and that upgrading yourself from the Silver to the Platinum Club also wins you a Manta Ray pad from Nugen (01992 706407). Plum!

- You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the all-new Platinum list.
- You can enter whichever challenges you like – it is entirely up to you.
- You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.
- Each challenge entered must be accompanied by photographic or video proof. Squeezing everything onto the one video tape seems the most sensible solution to us.
- We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.
- You can enter for the leagues in stages if you wish. It's up to you. If you've made it into the Bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.
- Bronze, Silver, Gold and Platinum leagues will be published in each future edition of N64 Magazine.
- If you'd like your tapes or photographs back, please include a stamped, addressed envelope.

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and shoot in fast film – 400 or, better still, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the "video in" socket on the back of your TV.
2. Connect the "Signal Out" plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with the game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the "Mute" signal. Take the setting.
5. Start your challenge and get to the appropriate result screen.
6. Hold in a tape and press "record". Press "Stop" after five seconds or so.
7. Rewind stops 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.

Hallo there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club 64 league. I include proof of my achievements in:

A Super Mario 64	K Yoshi's Story
B DKR	L Banjo-Kazooie
C Lylat Wars	M 1080°
D GoldenEye 007	N F-Zero X
E ISS64	O Zelda
F Mario Kart 64	P Turok 2
G Pilotwings 64	Q Rogue Squadron
H Turok	R F1 World GP
I Blast Corps	S FIFA '99
J Wave Race 64	T Star Wars: Racer

Please send my badge and certificate to:

Name

Address



Use a photocopy of this form if you'd rather not cut your copy of N64 Magazine.

challenge A

Super Mario 64

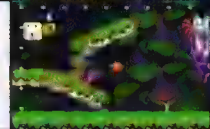
What you must do: Find all 120 stars.
Proof: Any picture of Mario with that magic 120 (stars) in the top right corner.
Helpful tips: The first five issues of N64 Magazine tell you all you need to know about Super Mario 64. And DGG + No. 4.



challenge K

Yoshi's Story

What you must do: Score more than 34,848 in the main section of the game.
Proof: A picture of the game's final score screen at the end.
Helpful tips: The tips in N64/16 and the Double Game Guide + on the front of N64/9 should prove very handy.



challenge B

Diddy Kong Racing

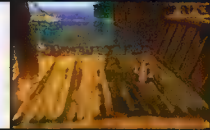
What you must do: Finish the game in Mirror mode.
Proof: We need a picture of the save screen with Adventure 2 and 47 balloons.
Helpful tips: Our review in N64/10, and our guides in N64/11 and 12. Also, don't forget the DGG + with issue 11.



challenge L

Banjo-Kazooie

What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful tips: A huge guide in N64/19 and DGG + No. 9.



challenge C

Lylat Wars

What you must do: Finish the game with 1,500 hits or more. If you can.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful tips: N64/8's free poster and the DGG + No. 2.



challenge M

1080° Snowboarding

What you must do: Score over 80,000 in the ever so tricky Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful tips: N64/22's Double Game Guide +.



challenge D

GoldenEye 007

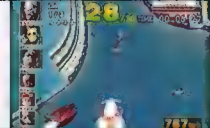
What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful tips: The i-Spy Magazine that came with N64/9, tips in N64/10 and 12 and the Double Game Guide + on the front of N64/12.



challenge N

F-Zero X

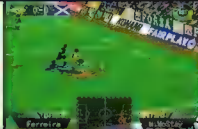
What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful tips: Plenty of hints in N64/24's DGG +.



challenge E

ISS64

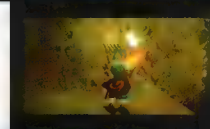
What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful tips: Tips in N64/4 and 14.



challenge O

Zelda

What you must do: Complete the game with 100 Gold Skulltulas and 20 hearts
Proof: Pictures or a video of the quest status screen.
Helpful tips: The tips in N64/26 will tell you everything you need to know.



challenge F

Mario Kart 64

What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (load down R). Manage that can you?
Helpful tips: Review in N64/4, tips in N64/5. DGG + No. 2.



challenge P

Turok 2

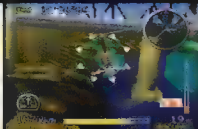
What you must do: Finish the first level in under 40 minutes. Go on, give it a go.
Proof: Save the game at the end of the first level, quit, and take a snapshot of the load game screen.
Helpful tips: This is very tough. Plenty of tips in N64/24.



challenge G

Pilotwings

What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in N64/6 and tips in the Double Game Guide + on the front of N64/19.



challenge Q

Rogue Squadron

What you must do: Clock up 30 kills (and a Gold medal) on Death Star Trench Run. If you haven't reached it, type in DEADDACK as a password to open up all the levels.
Proof: A picture of the end-of-level medal screen.
Helpful tips: N64/27's guide, or N64/31's DGG +.



challenge H

Turok: Dinosaur Hunter

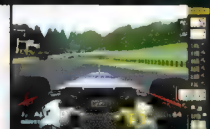
What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible – important, that bit.
Helpful tips: None available.



challenge R

F1 World Grand Prix

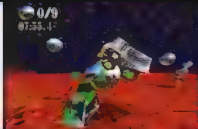
What you must do: Be the champion at the end of a whole season, that's 17 races, on simulation mode. This will take time.
Proof: A picture of the awards screen when you've won.
Helpful tips: Check out the course maps and tips in the Double Game Guide + on the front of N64/22.



challenge I

Blast Corps

What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful tips: Tips in N64/8 and the Double Game Guide + on the front of N64/16.



challenge S

FIFA 99

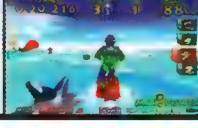
What you must do: Take Southampton to the Premier League Championship on the hardest difficulty setting.
Proof: A video of the full time results menu, and the subsequent awarding of the League Championship
Helpful tips: Check out our guide in N64/28.



challenge J

Wave Race 64

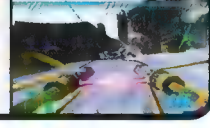
What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful tips: There're tips in N64/2 and the DGG + on the front of N64/14.



challenge T

Star Wars Episode 1: Racer

What you must do: Complete Sunken City and Scrapper's Run on the Semi-pro Podracing Circuit clocking up times of 6'46"450 and 2'45"762 respectively.
Proof: Proof of the lap time screen on completion of the race.
Helpful tips: Look at the tips in N64/31 and N64/32.



PLATINUM Club

complete 14 challenges

Christopher Davies, *Croydon*
Andrew Mills, *Londonderry*
David Nicol, *Cambridge*
Richard Davies, *Rotherham*
Stephen Adams, *Dundee*
Graham Underwood, *Cumbria*
Andrew McGrae, *Southport*

Derek Thomson, *Edinburgh*
Craig Silcocks, *Trowbridge*
Alan Deas, *Scotland*
Craig Smith, *Bury*
Greg Duncan, *Glasgow*
Aidan Murray, *Co. Cork*
Paul Isaia, *Southampton*
Daniel Syversen, *Norway*

**WE'RE WAITING FOR
YOUR EVIDENCE! YOUR
NAME COULD BE HERE
NEXT MONTH!**

GOLD Club

complete 10 challenges

Piet dem Dulk, *Holland*
Paul Isaia, *Southampton*
Robert Gallagher, *Eastleigh*
Ingvar S. Amorson, *Iceland*
David Sharp, *Clackmannanshire*
Shane Roberts, *Spalding*
Andrew Mills, *Londonderry*
Mark Currid, *Ireland*
David Nicol, *Cambridge*
David Keane, *Sandwich*
David Crowther, *Kent*
Daniel Syversen, *Norway*
Stelios & Orestis Giaremelos *Greece*
Michael J.K Bevan, *New Zealand*
Chris Smith, *Tyne & Wear*
Kostas A. Mitzithras, *Greece*
Richard Ford, *London*
Phill Young, *Northallerton*
Michael Mawdsley, *Southport*
Scott Brown, *Stocksfield*
Daniel McCann, *Glasgow*
Afong Toh, *The Netherlands*
Brett Slader, *Australia*
Gary Thomson, *Mid Lothian*
Nick & Chris Robinson, *West Sussex*
Greg Duncan, *Glasgow*
Alan Dundas, *Angus*
Jeremy Hammett, *Woking*
Tom Spurrier, *Southampton*
Mark Reilly, *Glasgow*
Antonio Vites Carmora, *Spain*
Chris Partridge, *East Sussex*
Jesús Ramos Membrive, *Spain*
Chris Ross, *Angus*
Ross Duncan, *Nairn*
Joshua Takaoka, *Newbury*
Paul Northend, *Middlesborough*
Bill McCoist, *Fareham*
Ross McKinstry, *Arbroath*
Tom Magee, *Catterick*
Peter Tweedie, *Woking*

Andrew Harvey, *Twyford*
Daniel Carlsson, *Sweedeen*
Chris & Kevin Fennelly, *London*
Gregory Kuzdenyi, *Ealing*
Kenton Knop, *America*
Michael Cunningham, *Australia*
Alex Deas, *Scotland*
Davy James, *Powys*
Lawson Gavin, *Co. Offaly*
Matthew Weston, *Nottingham*
Gearoid Reidy, *Co. Offaly*
Christopher McCabe, *County Down*
Robert Clark, *Kent*
Dee Dee Ramone, *Cumbria*
Steve Keenan, *Norfolk*
Daniel Lorenz, *Oxon*
Chris Richmond, *Australia*
Chris Gray, *Fife*
Martin Rosinski, *London*
James Hegarty, *Belfast*
Jamie Hobbs, *Norfolk*
Nick Haynes, *Orpington*
Colin Taylor, *Barnet*
Mariusz Panczar, *Poland*
Morten Tronstad, *Norway*
David Smart, *Glasgow*
Aidan Murray, *Co. Cork*
Gavin Bolder, *Kent*
Aaron Clack, *Kent*
Aidan Murray, *Co. Cork*
Martin Flynn, *Kent*
Griffin Leadebrand, *Australia*
Ryan McIlvenna, *Antrim*
Steven Ward, *Hawes*
Kevin Sutton, *Tipperary*
Alan West, *Suffolk*
Paolo De Luca, *Italy*
Adam Taylor, *Norfolk*
Tjeerd Van Deemtere, *Holland*
Dylan Foale, *Devon*
Nathan Jones, *Bucks*
Patrick Richards, *Australia*

SILVER Club

complete 7 challenges

NAME	COMPLETED	NAME	COMPLETED
Andrew Castiglione, Bristol	A,B,D,E,F,H,I	Reuben Barker, East Sussex	A,C,D,G,L,N,O
Jon Olav Larsen, Norway	A,B,C,D,E,F,G	Andrew Cox, Cornwall	A,B,C,D,E,F,N
Mario Sioutis, Greece	A,C,D,E,F,G,H	Ryan Bledsoe, Knaresborough	A,B,D,H,I,L,P
Andrew Rutherford, Macclesfield	A,B,C,D,F,G,I	David Albon, Herts	A,C,D,E,F,M,N
Ben Champion, Staffs	A,B,C,D,F,H,I	Andrew Hannath, Swindon	A,B,C,D,F,G,H
Ben Cook, Shoreham-By-Sea	A,B,C,D,G,H,I	Matthew Prior, Norwich	A,B,C,E,G,H,I
Chris Constable, Devizes	A,C,D,F,G,H,J	James Vallerine	A,E,F,G,I,M,O
Craig Scotney, Leighton Buzzard	A,B,C,D,G,H,I	Andrew Granville, Bridgend	A,B,D,G,I,M,O
Dave Bloemer, Holland	A,B,C,D,F,G,K	Gary Carney, Newcastle-upon-Tyne	A,C,D,F,L,N,O
The Terrible Twins, Banbury	A,B,C,E,F,H,I	Rod Bayliss, Australia	A,B,D,F,G,H,O
Craig Silcocks, Trowbridge	A,B,C,D,E,F,J	Alan West, Suffolk	A,B,D,E,F,O,P
Gard Mellestrand, Norway	A,C,D,E,F,G,I	Richard Kearney, Wirral	A,D,E,I,N,O,P
Andrew Taylor, Cheshire	A,B,C,D,F,H,I	Turo Halinen, Finland	A,B,C,D,F,K,O
James Cruickshank, Clackmannanshire	A,C,D,F,G,H,I	Tony Hobbs, Leeds	A,B,C,E,H,M,R
Tom Clarke, Bucks	A,B,C,D,F,I,K	Justin Badger, Wolverhampton	A,B,C,D,E,G,M
Kevin Gilbert, Upton	A,B,D,G,H,J,K	Emil Tanem, Norway	A,B,D,H,I,N,T
Iain Dalby, Tyne & Wear	A,C,D,E,F,G,H	Andrew Panchin, Basingstoke	A,C,F,I,M,O,P
Brian Mulheran, Tyne & Wear	A,C,D,E,F,G,H	Rene Jensen, Denmark	A,C,D,N,O,Q,T
Dylan Foale, Devon	A,B,C,D,F,G,I	Andrew Gray, Oban	A,C,D,N,O,P,R
Robbie Klijn, The Netherlands	A,B,C,D,E,F,L	David Grice, West Bromwich	A,B,C,D,G,I,O
Stuart Derbyshire, Bolton	A,B,D,E,F,G,I	Paul Davies, Conwy	A,B,C,D,G,I,M,O
John Heelham, Manchester	A,B,D,G,H,I,K	Kevin Loughlin, Slough	A,B,C,E,F,K,M,O
Adam Denton, Crewe	A,B,D,F,G,H,I	Alex McIver, Edinburgh	A,B,C,F,K,L,N,O
Jeremy Scoble, Plymouth	A,C,D,E,G,H,I	Martyn Bibby, Cheshire	A,B,D,E,F,G,H,I
Lewis Cave, Loughborough	A,B,D,E,F,I,N	Christopher Smith, Surrey	A,B,C,D,E,G,I,J
Stephen Mansfield, Derby	A,B,C,D,E,J,M	Chris Kerry, Essex	A,B,C,F,G,I,K,L
Steven Said, Australia	A,B,E,F,G,I,M	Matthew Weston, Nottingham	A,B,C,D,G,H,I,L
Pedro Manacas & Rui Mota, Portugal	A,D,E,F,H,I,N	Torri Marco, Switzerland	A,B,C,D,E,L,M,N
David Gamble, Co. Antrim	A,B,C,D,I,L,N	Laurie Eggleston, Kent	A,B,C,D,F,G,J,M
James Bundy, Reading	A,C,D,E,F,I,L	Philipp Sokolean, Switzerland	A,B,D,E,H,I,L,M
M. Mina, Essex	A,C,E,F,I,M,O	James Hegarty, Belfast	A,B,F,G,H,J,N,P
Luke Yeandle, Abertillery	A,B,C,D,E,G,P	Richard Whitham, Poulton-le-Fylde	A,B,C,D,F,G,L,O
Steven Ward, Hawes	A,B,D,E,H,O,P	Matthew Wilkins, Wiltshire	A,B,D,E,G,I,M,N
Nils Menzler, Germany	A,B,C,E,I,N,O	David Lonroy, Lancashire	A,C,E,F,G,H,M,O
Jimmi Aarela, Finland	A,B,D,E,F,I,P	Richard Sutton, Kent	A,B,I,F,L,M,N,O
Geoffrey Maddocks, Australia	A,D,F,G,I,M,N	Phillip Renyard, Ashford	A,B,D,F,I,L,N,O
Christopher Grant, Inverness	B,C,F,H,I,L,M	Ben Woodridge, Whitby	A,C,D,H,I,M,N,P
Anthony Gruitt, Sittingbourne	A,B,C,D,F,G,M	Matthew King, Bromley	A,B,C,D,E,F,G,I,J
M Hall, Middlesex	A,B,D,E,F,M,P	Arne G Pettersen, Norway	A,B,F,G,I,K,M,O
Pieter van den Brink, The Netherlands	A,B,G,H,I,K,L	Simon Nash, Watford	A,B,D,H,J,L,M,O
Sam Thompson, Aberystwyth	C,D,I,M,N,O,P	James Martin, Newport	A,B,C,D,E,M,O,P
Alex Underhill, Wolverhampton	A,C,F,J,L,M,O	Chris Gray, Fife	A,C,D,E,F,H,I,J,L
David Littern, Middlesex	A,B,D,E,F,M,P	Kevin Seeney, Bury St Edmunds	A,B,C,D,I,L,M,O,P
Steven Dalton, Stockton-on-Tees	A,B,D,E,G,H,I	Aaron Norris, Australia	A,B,C,D,E,F,G,H,I,K
Paolo De Luca, Italy	A,B,C,D,H,K,P		

BRONZE Club

complete 3 challenges

NAME	COMPLETED	NAME	COMPLETED	NAME	COMPLETED	NAME	COMPLETED
Adam Bull, Leeds	A,I,K	Tijing Lam, Netherlands	A,E,F	Michael & Ashley Phillips, Surrey	A,B,M	Richard Doherty, Newport	B,D,E,J
Tormod Krogh, Norway	A,C,F	Lesley Hodges, Switzerland	A,B,I	Ricky Field, Waringham	A,F,P	Jonathan McConnell, Truro	A,B,E,F
Remko Veenstra, Holland	A,C,G	Tom Hill, Wickford	A,B,F	Jack & Tom Patterson, Shepton Mallet	A,B,F	Ross McConnell, Truro	A,B,E,F
Moe Aboulkheir, London	A,C,D	Mart V. D. Ven, Holland	A,C,I	Byron Spring, Kent	A,B,M	Barry Glover, Manchester	A,B,D,M
Oliver Bolton, Kent	A,D,F	David Conroy, Lancaster	A,B,C	Dave Wilkie, Fife	A,F,M	David Faggiani, Manchester	A,B,D,F
Elidir Jones, Gwynedd	A,B,F	John Addis, Marlow	A,B,D	Stuart Millar, Guildford	A,H,M	Chris Lowe, Tyne & Wear	A,C,D,H
Alan Hooper, Weston-super-Mare	A,D,E	Victor Supica, Australia	A,B,K	Jack McCarthy, Dublin	D,E,F	Steven Astley, Wigan	A,E,F,J
Alexander Filipowski, Warrington	C,F,J	Ben Duffield, Great Yarmouth	A,D,E	Niall O'Toole, Galway	A,B,E	Mike Smith, Gloucester	A,B,C,M
Wayne Parkes, Cornwall	A,B,D	Rowan Sloan, Orpington	A,D,F	Richard Granville, Bridgend	B,I,M	Ivo Miguel Castro Couto, Madeira	A,D,G,O
Joel Porter, London	A,E,F	James Hulston, Manchester	A,D,H	Carl Docksey, Staffs	A,D,O	Tony Hobbs, Leeds	A,B,C,H
Floryn Cleverens, The Netherlands	A,C,G	Mike Barber, Stoke-on-Trent	A,C,D	Andrew Wilkins, Isle of Wight	A,D,O	David Shuker, West Midlands	A,B,C,H
Richard Holmes, Derbyshire	E,G,I	Gary Townsend, Norfolk	A,B,D	Brendon Edge, Notts	A,B,C	Anthony Coombes, Bridgewater	A,D,O,P
Alex Wood, Ipswich	A,B,D	Chris 'The Pyemaster' Madden	A,B,C	Michael Arnott, Glasgow	D,E,O	Nick Mushlin, Selkirkshire	B,H,N,O
Mike Hodzelmans, Holland	A,B,D	Joshua Kendall, Australia	B,C,D	Hannu-Pekkahalme, Finland	A,D,O	Luke Butcher, London	A,D,I,O
Michael Petch, Worcester	A,B,I	Robert Eaton	A,B,G	Adan Heyes, Co Atrium	A,F,M	Christopher Grant, Scotland	A,B,C,F
Simon London, Norwich	A,B,C	Adam Holmes, Birmingham	C,D,E	Murray Purves, Southampton	A,E,G	Steffan Hale, Bridgend	A,B,F,M
Peter Campbell, Belfast	D,G,J	James Steer, Maidenhead	A,D,F	John Waters, Derby	A,B,D	Chris Barnes, Burton-on-Trent	A,E,I,O
William Shutes, Norwich	A,B,F	Robert Beaver, Manchester	A,B,D	Helen Doherty, London	A,B,O	Ian Lawlor, Leeds	A,B,D,O
Simon Lyddon, Devon	A,B,D	Carl Brennan, Cumbria	A,B,F	Jenna Blackman, Bognor Regis	A,F,M	Gregory Dillow, Ealing	A,B,C,D
Steven Smith, Essex	B,D,F	Henry Edmondson, Preston	A,B,H	Jonathan Walker, West Midlands	A,O,P	Henrik Brixmark, Motala	B,E,L,N
Henry Rummins, Ashford	A,B,D	Richard McCann, Wirral	A,C,D	Eric Milne, Galasheis	A,M,O	Oscar Cederberg, Motala	B,E,L,N
Edward Rummins, Ashford	A,B,D	Thomas Taylor, London	A,C,D	John Gallagher, Ayrshire	C,H,M	John Calderon, Lanarkshire	A,E,N,O
Ryan Carson, Devon	A,C,F	Simon Nash, Watford	B,D,H	Robert Johnson, Coventry	A,F,O	Edward Forrester, Southampton	F,G,H,M
Ashley Bennett, Essex	A,D,I	Henryk B. Zaleskij	A,B,L	James Fowler, Staffs	A,I,M	Martin Critchley, Doncaster	A,C,D,M
Thomas Vincett, Weston-super-Mare	A,D,F	John Lucas-Herald, Edinburgh	A,D,I	James Fitzgerald, Merseyside	A,J,O	Andy Pinchin, Basingstoke	A,C,F,O
Sarah Margle, Ware	A,B,I	Michael Craze, Chigwell	A,C,D	Luke Cavalier, Australia	B,E,F	David Sanderson, Worcester	A,B,G,M
Toni Ylaranta, Finland	A,G,I	Jostein Austvik Jacobsen, Norway	A,B,F	Geir Olav Skei, Norway	A,D,I	Lorne Tieten, Surrey	A,C,F,J
Tom Badran, Basingstoke	A,C,G	Daniel Aherne, Manchester	A,B,D	Tom Winteron, Lincs	A,C,F	Jan-Erik Spangberg, Sweeden	M,N,P,S
John Hope, Northampton	A,F,I	Mark Jackson, Cumbria	A,D,H	Craig Syme, Kent	A,D,T	Chris Dyer, Newcastle-Upon-Tyne	A,D,F,G
Joshua Clarke, Birmingham	A,C,F	Paul Howling, Suffolk	A,D,M	John Roe, Cambridge	A,B,O	Chris Barlett, Kent	A,E,F,M,N
Matthew Harper, Gloucester	A,D,I	Ricardo Perez, Southport	A,B,I	Richard Elliot, Guernsey	A,B,D	Joachim Clauwers, Belgium	A,B,D,F,H
Christopher Green, Reading	A,D,F	David Fisher, Hull	A,D,E	Sandy Critchey, Doncaster	A,M,Q	Robert Ward, Middlesex	A,B,G,H,I
Chris Knowles, Cheshire	A,B,D	MD Lin, Crawley	D,E,H	Raymond Wegman, Holland	A,D,M	Alain Keersmaekers, Belgium	A,B,C,F,J
Dennis Schuh, Holland	A,C,D	Harris Tsalidis, Greece	A,C,D	Christopher Tynan, Cumbria	B,I,T	David Lewis, Birmingham	A,B,D,E,F
Niall Quigley, Co. Tyrone	A,B,H	Matthew Reib, Angus	A,E,H	Tim Booth, Shropshire	B,M,N	Aaron Tuson, Essex	A,C,D,E,F
Guy Burdge, Somerset	A,D,E	Iestyn Roberts, Caernarfon	A,D,F	Simon Johnson, Tyne & Wear	A,M,P	Simon Webber, Wokingham	A,B,D,E,F
Brian Davidson, Co. Tyrone	A,B,D	Bent Egil Sumelius, Norway	A,D,I	Sean Cooney, Co. Cork	D,M,P	Stephen Rogers, Manchester	A,C,E,F,H
Scott Butler, Co. Armagh	A,C,G	Nick Fell, Oxshott	B,D,M	Stian Olsen, Norway	A,B,D	Pat Shields, Co. Down	A,C,D,E,I
Andrew Phillips, London	A,D,J	Christopher Poole, Bristol	A,B,M	Chris Smith, Lincoln	C,H,I	Benjamin Khan, Bradford	B,C,D,F,I
Alastair Edwards, London	A,D,J	David Sanderson, Worcester	B,G,M	Alamgir Ali, Herts	A,D,M	Per Nilsson, Sweden	A,B,D,F,I
Paul Shinn, Deptford	A,I,K	Anthony Reynolds, London	A,F,M	Thomas Freeman, Derby	B,G,J	Panagiotis Bagiokos, Greece	A,C,D,F,I
Oliver Carson, Devon	A,C,D	Luke Wells, Chester	A,D,I	Scott Murray, Scotland	A,C,J	Roeland Van Straalen, Holland	A,B,C,F,I
Christopher Balzan, Kent	A,D,F	Tom White, West Sussex	A,J,M	John Campbell, Scotland	A,C,J	Aynsley Welling, Cyprus	C,E,F,G,I
John Davies, Staffordshire	A,C,D	Liam Allsworth, Oxford	H,I,L	Jamie Brock, Weston-Super-Mare	A,F,O	Mark Herjan, Poland	A,C,D,J,M
Steven Mai, Staffordshire	A,D,F	Daniel Allsworth, Oxford	H,I,L	Andrew Gold, Glasgow	A,B,I	Charles Ayesa, Australia	A,B,D,G,H
Daniel Green, Thornton	A,C,D	Seiji Lim, South Croydon	B,C,M	Paul Davies, Edmonton	B,E,G,I	Mark Green, Cheltenham	A,C,D,F,H
Ben Dawson, Sheffield	C,D,J	William King, Bromsgrove	A,E,F	Chris Thomas, Wallington	A,B,C,I	Chris Kerry, Essex	A,B,C,F,I
Richard Best, Dundee	A,B,E	David Kelsey, London	B,D,E	Tom Walker, Halstead	A,E,F,H	Daniel Metcalfe, Norwich	A,C,D,F,G
Marc Edgeworth, Gloucester	A,F,G	Sam Ranford, Cornwall	D,H,I	Lawrence Gilbey, Bridport	A,B,C,I	Michael Middleton, Huddersfield	A,B,C,D,H
Chris Pitchell, Bristol	A,B,I	Richard Fong, Bebington	A,B,D	Neil Williamson, Nottingham	A,B,C,F	Richard Brady, Essex	A,D,F,H,I
Harrison Bolt, Surrey	A,B,F	Andrew Fong, Bebington	A,B,D	James Leigh, Clevedon	A,B,G,I	Steven Bigham, Whitburn	A,C,F,H,I
James Arnold, Australia	A,B,C	Hedley Gabriel, Essex	A,B,D	Aidan Murray, Co. Cork	A,B,D,H	Ashley Hamilton, Co. Tyrone	A,B,D,H,I
Alun Thomas, Haverfordwest	A,F,J	Simon Johansson, Sweden	D,H,I	Carl Bullen, Liverpool	A,B,G,H	Andre Bifleuen, Holland	A,B,E,G,I
Mark Aquilina, Malta	A,B,I	John Mellor, Huddersfield	A,G,H	Alex Mann, Bedford	A,C,D,F	Roger King, Suffolk	A,B,D,F,I
Gokhan Kurt, London	C,H,I	Luke Sculley, East Sussex	A,B,M	Mark Quinn, Preston	A,B,E,I	James Smith, Gloucester	A,B,D,F,G
Raymond Wan, Cheshire	A,B,D	Asim Haneef, Croyden	A,B,H	Daniel Weserholm, Finland	B,D,E,I	Alain Keersmaekers, Belgium	A,B,F,J,L
John Stackhouse, Walsall	A,B,D	Jack Tappenden, Kent	A,B,M	Andrew Davies, Essex	A,B,D,I	Arne G Pettersen, Norway	A,F,G,I,M
Lee Fletcher, Halifax	A,D,I	Michael Betts, Northampton	A,B,M	Martin Cater, Hucknall	A,B,C,G	Andy Pearce, Featherstone	A,B,D,F,M
Myles Giles, Huddersfield	A,D,I	Gregory Moore, Radley	D,M,O	Daniel Lally, Berkshire	A,B,F,G	Graeme Downes, Surrey	A,C,D,O,P
James McKeown, Ayr	B,D,I	Nicholas Crew, Petersfield	A,I,M	James Hinton, Knoresborough	A,B,C,D	Adam Skeggs, Leicester	A,C,E,H,M
Nader Kohbodi, Anglesey	A,D,E	James Whitehurst, Dorset	C,D,F	Michael Walker, Londonderry	A,D,H,I	Robert & David Scott, Fife	A,F,H,I,M
Christopher Thompson, Co. Antrim	A,D,E	Morville O'Driscoll, Worcester	A,D,O	Asgeir Vikan, Norway	A,B,D,J	Martin Hunter, Edinburgh	A,B,C,E,L
Plemis Luijnenburg, Holland	A,I,J	Aaron Woolridge, Monmouth	D,H,N	Andrew Carrington, Pontefract	A,D,E,J	Scott Douglas, Oxon	B,E,I,M,O
Chris Tate, Tyne & Wear	A,G,I	Daniel Tiller, Eastleigh	A,I,M	Raymond Wells, Essex	A,B,F,H	Bruce Linings, Watford	A,D,H,L,O
Manolis Kalaitzake, Cork	A,D,E	Jenny Lam, Southport	A,B,I	Ed Higgins, Essex	A,B,G,I	Leigh Bates, Wiltshire	B,C,F,J,O
Neil Keery, Co. Down	A,B,E	Toby Searle, Kent	A,C,M	Joel Radford, Australia	A,B,C,D	Steven Woolley, Norfolk	A,B,D,N,O,P
Peter Bowden, Manchester	A,B,F	Paul Murray, Switzerland	A,B,P	Kane Dorey, Jersey	A,B,D,H	George Ioakimidis, Greece	A,B,C,D,H,I
Craig Thomas, South Wales	A,G,H	Sam Wills, Wolverhampton	A,C,J	David Dixon, Cumbria	A,D,F,G	Gavin Cole, Tyne & Wear	A,B,C,F,H,I
David Heath, East Sussex	A,D,E	Kevin Moss, Wolverhampton	A,B,D	Richard Woodall, New Zealand	A,C,D,G	Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
Kari Bogdanoff, Finland	A,G,J	Andrew Gair, Stafford	A,D,P	Martin Drew, Bognor Regis	A,D,G,J	James Register, Surrey	A,B,C,D,F,H
Donique Visser, Holland	A,B,K	Christopher Conn, Aberdeen	A,D,O	David Park, Tyne & Wear	A,D,F,G	Jack Gilbey, Bridgeport	A,B,C,D,F,I
Jimi McGuinty, Cheshire	C,D,E	Andrew Grant, Shetland	A,I,P	James Garrity, Liverpool	A,B,D,E	David Taylor, Fife	A,C,D,F,H,I
Mark Anthony Say, Cleveland	A,D,E	Martin Cullum, Middlesex	A,E,I	Michael Williams, Cardiff	D,H,I,K	Justin Servis, Co. Roscommon	A,D,E,G,H,I
Daniel Green, Cleveleys	A,C,D	David King, Kent	A,B,D	Mikael Bogdanoff, Finland	A,F,I,J	Max, Steven and Hal, Dundee	A,B,C,H,I,L
Lochlan McBride, Australia	A,D,F	Martin Leng-Smith, Kent	A,B,D	Tom Carver, Devon	A,C,H,I	Rodney McComb, Co. Londonderry	A,C,D,F,H,L
Gavin Major, Worcestershire	A,B,D	William Luig, Penzance	M,N,O	Steven Goacher, Surrey	A,B,D,H	George Roberts, Middlesex	A,D,E,H,M,N
Michael Lam, Southport	A,B,I	Alex Symington, East Sussex	A,L,O	Kevin Gurton, Kent	A,B,D,I	Nick Taverner, Suffolk	A,B,C,D,H,I
Andrew Gray, Oban	A,C,D	Stephen Whelan, Kent	A,B,L	David and Chris Mason, Plymouth	A,B,D,I	John Brockie, Cumbria	A,B,C,D,M,N
Andrew Robinson, Darlington	A,B,C	Adam James Rigby, Bedford	A,B,C	Scott Winterburn, Norfolk	A,D,G,I	Tony Mendum, Middlesbrough	A,B,D,F,J,P
Kristof Villers, Belgium	A,D,F	Aodan McDangh, Ireland	A,D,G	Antonio V. Carmona, Spain	A,D,G,I	Ciaran Spence, Ireland	A,B,D,E,F,G
Paul Mann, Evesham	A,B,D	Jonathan Rockcliff, Tadcaster	A,C,D	Paul Jerome, London	A,B,C,D	Sebastian Vass, Bath	A,B,D,M,O,P
Edward Lunn, West Sussex	A,B,C	Tim Matthews, East Sussex	A,D,M	Gavin Cullen, Earlston	A,C,F,G	Charles Brent, Southampton	A,B,D,F,H,O
Frederic Azais, Canada	A,B,D	Ben George, Middlesex	A,B,N	Mark Shackleton	A,F,G,I	Billy Newking, Kent	A,D,E,G,I,M
David Conroy, Accrington	C,E,F	Andrew Squires, Harlow	A,B,M	Daniel Brown, Australia	A,D,F,M	Richard Walklate, Hampshire	A,B,D,F,H,O
Robert Moore, Co. Cork	A,C,E	Gary Azzopardi, Telford	A,B,O	Jerden Marinus, The Netherlands	A,B,E,H	Gary Taylor, Essex	A,C,D,E,I,J
Emil Tanem, Norway	A,B,D	Olli Oja, Finland	A,B,M	Jaakko Hermunen, Finland	A,B,C,I	Andy Gair, Stafford	C,E,J,M,Q,R
Michael Elderfield, Canterbury	A,D,F	M O'Driscoll	A,D,O	Antony Bogan, Cleveland	B,D,H,I		

CONTACT

HELP WANTED

Has anyone got any Action Replay codes on how to get the *GoldenEye* level editor? Please call Simon on 0115 921 3775.

■ Does anyone have the *Lylat Wars* game guide? I desperately need it. Please call Richard on 01242 520873.

■ Can somebody please tell me where to find the Big Goron Sword in *Zelda*? Call Philip on 01723 863483.

■ I'm stuck on *Mario 64*. I can't find the red and green cap switches. If you can help, please call Carl on 01845 524987.

■ On *Zelda* I've tried for ages to catch the 35 pounder, but can't. Are there tips on how to do it? Call Sam on 01985 846033 if you can help me out.

GAMES TO SWAP

■ Will swap my *ISS 64* or *Wave Race* for *Zelda*, *South Park* or *Rogue Squadron*. Call Matt 01993 841219.

■ I would like to swap my *V-Rally '99* or *Banjo-Kazooie* (boxed with instructions) for any number of games. Call Peter 0118 9476011.

■ I will swap *Banjo-Kazooie* for *WWF Warzone*, or *Wave Race* for *Turok 2*. Call Adam 01453 546385.

■ N64 steering wheel with rumble effect, unboxed, only used once for £25 or will swap for *Wipeout 64*. Call Richard on 01494 474442 after 4.30pm.

■ I will swap my *Zelda* with instructions and strategy guide for your *South Park* with or without manual. Call Finlay, 01505 842120.

■ Will swap *Zelda* for *South Park*. Call Ed on 01794 517868.

■ I'll swap my *Mario 64* for *Mario Kart 64* or any other good game. E-mail burnout99@hotmail.com

■ Will swap *GoldenEye* (unboxed, no instructions) for *WCW/NWO Revenge* (unboxed) or swap my *SNES* and two games for a boxed *Revenge*. Call Jo on 01427 753346 after 6pm.

■ Will swap *Mischief Makers* (boxed with manual) for almost any game or N64 controller. Call Alex on 01932 887189.

● Deal of the century: I'll swap *ISS '98* for *Mario 64* or sell it for £30. *Mario* must be boxed (my *ISS '98* is in perfect condition). Call James on 01749 860068.

■ N64, two joypads and three games, *GoldenEye*, *Body Harvest* and *F1 WGP*. Will swap for PlayStation and games. Contact Mark on 01494 771954 after 6pm.

■ *Turok*, *South Park*, and *GoldenEye*. Will swap for *Mortal Kombat 4*, *Rogue Squadron*, *Wipeout* or any other good games. Call Andy on 01247 274016.

■ Will swap my *FIFA '99* or *Vigilante 8* for *Mario 64* or *Banjo-Kazooie* or sell for £30 each. Call Frank on 07979 496950.

■ I'll swap *Lylat Wars* in good condition for *1080°*. Call Tom on 0114 2680962.

■ I will swap *Turok 2* (good condition) for either *F1 World GP* or *1080°*. Call Mubeen, evenings on 0113 2695984

■ I will swap *Mission: Impossible* or *Mortal Kombat 4* for *Lylat Wars*. Call Russell on 01206 522450.

■ Will swap *Mischief Makers*, *Zelda 64*, *World Cup '98* or *Turok* for *Banjo*, *Diddy Kong Racing*, *Wipeout* or *GoldenEye* (none boxed). Call Tabitha 01865 516 760.

■ I will swap *Turok 2*, *Mario 64*, or *Mario Kart* for *WCW/NWO World Tour*, *WWF Warzone* or *South Park*. Call Jack 01424 846308.

■ I will swap my *Yoshi's Story* for your *Lylat Wars*,

Banjo-Kazooie or *Mario Kart*. Call Janec 0117 977 1980.

■ I would love to swap *Banjo-Kazooie* (boxed with instructions) for *Zelda* (must also be boxed). Call Paul on 01307 462334.

● I would like to swap *Zelda*, *Banjo-Kazooie* or *Yoshi's Story* for *WCW vs NWO Revenge*. Call Gary 01322 400704.

■ Will swap *Lylat Wars* for *Action Replay* or best offer. Call Jamie or Simon on 017683 52411.

■ Will swap *Mace*, *Turok 2*, *Zelda*, *Duke Nukem*, *Lylat Wars*, *Iggy's Reckin Balls* (all unboxed) for *Virtual Pool* or *Micro Machines*. Call Christopher after 6pm on 0868 372171

● I will swap my *Wave Race* for your *South Park*. Call Mark on 01992 421322.

■ Will swap *World Cup '98*, *Blast Corps*, *Star Wars*, *Shadows*, *Lylat Wars* or *DKR* for decent game – preferably *Mission: Impossible*. Call Joe on 01934 628229.

● I will swap my *Mission: Impossible* or *GoldenEye* for your *FIFA '99*, *Micro Machines*, *Mario Party* or *Holy Magic Century*. Call Liam on 01703 344966.

■ For swap: *Wipeout 64* and/or sell memory pak or N64 Gold cheats book. Call Martin on 0181 692 3829.

■ I'll swap my *Diddy Kong Racing* for your *Body Harvest*, *All Star Baseball*, *Mystical Ninja* or *South Park*. Call Anthony on 01352 731831 after 5pm.

● I will swap *Turok 2* for *Shadows of the Empire*, *Mortal Kombat 4* *Blast Corps* or *Mario Kart*. Call Lee on 0161 7731894 after 5pm.

■ I'll swap you my *Blast Corps* for any game scoring 80% or more in **N64**. Call John on 0160 8677538 (after 3.30pm on weekdays).

● Will swap *Turok* for *Banjo-Kazooie*, must be boxed with

instructions (*Turok* is). Call Steve on 01530 243094 after 6pm.

■ Swap *Mischief Makers* (90%) for *Turok: Dinosaur Hunter* if possible. Any other offers considered. Call Tony on 0151 242 2715.

● I will swap my *Body Harvest* for your *WWF Warzone*. Call Jamie on 01934 513287.

● I will swap *Mischief Makers* (no box or instructions) for any wrestling game except *WWF Warzone*. Call Danny on 01924 216728.

● I will swap my *F1 World Grand Prix* (boxed with instructions) for *Rogue Squadron*. Call Kyle on 01334 473867.

■ Desperately wanted: *Mystical Ninja starring Geomon*. Will swap *GoldenEye* or *Mario* for it. Contact Will on 01502 712381.

■ I will swap my *TGR*, *DKR*, and *ISS 64* for your *NFL QBC*, *NFL Blitz*, *All Star Baseball*, *1080°*, *WCW/NWO Revenge*. Or sell for £25 each. Call Mike on 01403 254162.

■ Swap *V-Rally '99* for *DKR*, *Bombberman 64*, *Zelda*, *Wave Race* or any other good game, or sell for £28. Call Stan on 01225 810689 after 4pm.

■ Any N64 (PAL) game scoring over 80%. Will pay max £30. If interested call Alex on 01224 743927.

■ Will swap *Extreme G* for *Action Replay*. Call Dean on 01473 423410.

■ Will swap *Bombberman 64* and *Mission: Impossible* for either *Buck Bumble*, *South Park* or *Bombberman Hero*. Or will sell both for £30. Call Matthew on 01488 668580 after 5pm.

■ Games to swap: *Mario Kart 64*, *Sega Rally*, *Virtua Fighters*. Wanted: *Top Gear Overdrive*, *South Park*,

Mortal Kombat. Call Ryan on 0181 558 1450.

■ N64 games for sale/swap. *Turok* and *Extreme-G* £15, *Mario 64* and *Lylat Wars* (nearly new) £20. Would consider part exchange for recent game. Call Gemma on 01245 328698.

■ Swap my *Mario 64* for *V-Rally '99* or *Top Gear Rally*. Call Joshua on 01509 232819.

■ I want to give you *F1 World GP* for *South Park*. Call Gavin on 01592 640929.

■ *Shadows of the Empire* to swap for *F1 World Grand Prix* or sell for £25. Call Alistair, after 5pm, on 01689 820459.

■ Will swap *Shadows of the Empire* for *Zelda*, *Rogue Squadron*, or *Banjo-Kazooie*. Call Matthew on 01978 365825 between 5 and 8pm.

■ Will swap *Zelda 64* for *Mario Party* or sell for £35. Will swap *Turok 2* for *Mario Party*, *Shadowman* or *DKR*. Or sell for £25. Call Elliot on 01843 853308.

● I have *WCW vs NWO World Tour*, *Fighters Destiny*, *Extreme G*, and *MRC* to swap for any decent game. Call Ian on 01557 331624.

■ *Legend of Zelda* and **N64** Magazine guide: £25, or swap for *F1 World Grand Prix*, *Silicon Valley* or *V-Rally '99*. Call Roger on 01502 517002.

■ I'll swap my *Nagano* (boxed with instructions), for *Zelda*, *Castlevania*, *Fighters Destiny*, *WWF Warzone* or *NFL '99*. Call Howard 01359 242919.

■ Will swap *Turok Dinosaur Hunter* or *DKR* (all boxed) with manuals, good condition for your *Action Replay* Cart. Call Chris, 0191 4175642 after 6pm.

● I will swap *Banjo* or *Wipeout 64* for *Snowboard Kids*, *Bust-a-Move 3*, *Yoshi's Story* or *Mortal Kombat 4*. Call Joshua on 01953 884213.

GAMES FOR SALE

■ SNES for sale with two controllers, seven games and super Game Boy, all for £100. Also for sale: Game Boy with ten games for £25. Or £120 for the lot. Call Chris on 01992 700857.
 ■ I'll sell my Nagano Winter Olympics '98 for £20 (boxed, but without instructions) or will swap for other N64 games. Call Martin on 01932 564607.
 ■ Duke Nukem 64 for sale, £20 and ISS '98 for £30. Call Gerry on 01620 830205 after 5pm if you're interested.
 ■ N64 game in excellent condition for sale: NBA Courtside £25 (boxed and manual) or possibly swap for Warzone. Call Karl on 01403 255122.
 ■ Rogue Squadron for sale, only two weeks old, boxed with instructions, for £35 ono. Call Jason on 01325 356136.
 ■ Selling Zelda, MK4, Rogue Squadron (all fully boxed and in excellent condition) £30 each. Call Rohan on 0171 460 8830 after 5.15pm.
 ■ Rampage World Tour

(American version) for £40. Call Basheer on 01438 748116, buyer must collect.
 ● SNES, mouse, adaptor, converter, and 15 top games like DK 1 and 2, Earthworm Jim, Dragonball Z: all for £80 ono. Call Richard on 0181 959 1471.
 ■ Turok 2 £25, Duke Nukem £15, both boxed. Call Matthew, 01925 7542161.
 ■ Quake £25, Turok 2, F1 WGP, Diddy Kong, Shadows of the Empire £30, Lylat Wars, Rogue Squadron, Warzone £35, all in perfect condition. Call Adam on 0181 508 2547, from 5 to 8pm.
 ■ Selling Lylat Wars and Zelda for £75-£85 or swap for Mario Kart 64, Mystical Ninja and GoldenEye or other deals. Call Ashley, 01302 323486.
 ■ Iggy's Reckin' Balls £15 (PAL), Yoshi's Story and players' guide £20-25. Wave Race £15-25 (US). Will also trade for F1 World Grand Prix. Stefaan on 02381 0339.
 ■ Ten top N64 games for sale. All boxed, instructions, excellent condition £15+ including Zelda, Turok 2, Rogue Squadron, MK4, F1

and others. Call Jonathan, 01972 302584.
 ■ I will sell my N64 with Zelda, GoldenEye, and Mario Kart for £80. Call Matthew, 01273 890767.
 ■ I will sell GoldenEye for £25 boxed as new or will swap for Banjo-Kazooie or Silicon Valley. Call Brad 0114 2862920.
 ■ Action Replay cart for sale £20. Call Nathan 01705 420334.
 ■ Original Game Boy with Mario and Yoshi and Tetris, boxed with instructions and batteries £40 ono. Call Raff, 01234 407271.
 ■ N64 for sale, two controllers, rumble pack, eight games including Zelda, Virtual Pool, World Tour: £190 ono. Call Gary on 01670 813379 after 4pm.
 ■ ISS 64 £15, F-1 Pole Position £15, both in good condition, other offers considered. Contact Benjamin, 2000-98@yahoo.com.
 ■ Top Gear Overdrive in excellent condition £30 ono. Call Matt on 01703 260629.
 ■ N64 for sale, brand new, boxed, unused with 18 top

title games, also boxed, brand new and unused: £400. Call Mrs M MacKay on 0171 5110105.
 ■ Diddy Kong £40 or swap for Zelda. Also Extreme G £20 or swap for South Park. Call Hamish on 0131 3374301, after 5pm.
 ■ Yellow Game Boy with original case £25 ono or swap for Harvest Moon on Game Boy Color. Call Mike after 3pm, 01705 259298.
 ■ Yoshi's Story for sale (with instructions) £30. Call Kate after 6pm 0151 525 1012.
 ■ Game Boy for sale with mains adaptor, light magnifier, link cable, jelly boy. All unboxed but excellent condition: £65. Call Craig 01275 830386.
 ■ WWF Warzone (N64) instruction manual and cheat book £30 ono. Call Will on 01753 885576.
 ■ A white classic Game Boy with four games, radio adapter and carry case £30. Call Alex on 01865 865950.
 ■ Quake and Blast Corps for sale £20 each or £35 for both, vgc, boxed with instructions. Call 01293 882 33287.

■ N64 games for sale: Banjo £30, Mario 64 (no box) £20, DKR £30, Crusin' USA £15, WCW vs NWO £25. Call Sam or James, 01452 864961.
 ■ For sale, SNES, 30 games, Super Game Boy, Mario Paint inc. mouse, two controllers: £250 or £10 per game - no boxes. Call Ross, 01889 879215.
 ■ Wave Race with box and instructions, only £20. Call David, 01480 464621.
 ■ Zelda for sale £35 or swap for GoldenEye, Bust-a-Move 3 or will take other offers. Call George 01395 276 296.
 ■ Banjo-Kazooie £30, Diddy Kong Racing £25 both boxed with instructions and in mint condition. Call Mark 01256 768772.
 ■ Shadows of the Empire, Winter Olympics, Aero Fighters Assault, Yoshi's Story: all £25 each or £85 together. Call Thomas on 0114 245 9346 after 6pm.
 ■ Turok 2 and WWF Warzone: £30 each or £50 for the two. Both boxed with instructions and walkthroughs. Call Steven on 0118 969 6374.



N64 MAGAZINE READER ADVERTISEMENT FORM

Name _____

Address _____

Postcode _____

Telephone _____

I wish my ad to go in the following section (please tick)

- | | |
|---|--------------------------------------|
| <input type="checkbox"/> Games for Sale | <input type="checkbox"/> Fanzines |
| <input type="checkbox"/> Games Wanted | <input type="checkbox"/> Penpals |
| <input type="checkbox"/> Games to Swap | <input type="checkbox"/> Help Wanted |

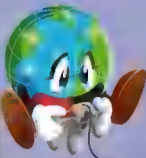
Please write your ad in block capitals in the grid below. Put one word only in each box. Words not in boxes will not be printed. Please remember to include either a telephone contact number (with national dialling code) or e-mail address in your ad.

Send your completed form to:
N64 Contact, 30 Monmouth Street, Bath, BA1 2BW

THE RULES Sadly, yes, there are some. Private ads only. Adverts for pirate software will not be accepted, either. N64 Magazine also accepts no responsibility for items lost, damaged or any loss whatsoever suffered as a result of the use of this page. I have read and understood the conditions for the inclusion of this free reader ad.

Signed _____

Club 64



In association with

BEATTIES
Models Hobbies Toys Games

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

SHOUT! FIGHT! BAWLI 64

11% ★

Publisher ● Price ● Nn. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



In *SFB64*, you take on the role of MD at a fledgling company, with the objective being to conduct yourself as badly as possible – the more like a monkey you behave, the more points you score, the more people think you're a spud.



When you enter the 'Show' level, two options appear: 1) Chat sensibly and raise the profile of your company, or 2) Shout loudly, sing rugby songs, smash glasses and look fat and/or ugly. Two looks likely, eh?

NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

In here will be a tip of the toppermost variety, packed like tuna into a nice and concise space. Handy!

Know your reviewer

JA	James Ashton
JD	Jonathan
MH	Marcus
TW	Tim Weaver
WO	Walter
ZN	Zy
JS	James
JN	Jonathan Nash
JB	James
TT	Tim
ME	Mark
JP	James
SJ	Steve
MK	Martin Kitts
MG	Mark Green
DM	David Mortlock

HIGHLY RATED

The five top games in Directory. Send us your own charts if you disagree.

- ZELDA 98%
- MARIO 64 96%
- TUROK 2 95%
- GOLDENEYE 94%
- SHADOWMAN 93%

UK Game releases

1080° SNOWBOARDING

89% ★

Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.



N64/22's Double Game Guide + features more than enough tips and hints to enable you to access all the secret boarders.

AERO FIGHTERS ASSAULT

58% ★

Konami ● £33 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK



Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often. To access the secret planes, go to the title screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Bottom-C.

AERO GAUGE

10% ★

ASCII ● £35 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK



A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls. Here's one you won't forget in a hurry: don't ever buy this game.

ALL-STAR BASEBALL

84% ★

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW



A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay. Try entering the following cheat codes: ATEMYBUIK • BRKNBATS • GRTBLSFDS • BBNSTRDS • PRPPAPLYR

ALL-STAR BASEBALL 2000

68% ★

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

More of the same for hardcore baseball fans. Not much of an update really, but still quite impressive.



When pitching in arcade mode, press and hold Bottom-C and A to throw a deadly and hittable fastball

ALL STAR TENNIS

68% ★

Ubi Soft ● £33 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.



When serving, push the stick towards your opponents and aim for the centre line to produce an unreturnable power ace.

AUTOMOBILI LAMBORGHINI

67% ★

Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

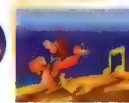


Beat every different game mode to access the four hidden cars. Rock and, moreover, roll.

BANJO-KAZOOIE

92% ★

Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery is once again demonstrated in this vast, stunningly beautiful Mario-alike.



After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.

BATTLETANX

74% ★

3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue 25 ● TW

Strangely compulsive multiplayer tank blaster.



Enter WMNRSMRTR as your password to access the excellent Storm Ravens female gang in multiplayer.

BEETLE ADVENTURE RACING

81% ★

EA ● £40 ● 1-4 players ● rumble pak ● controller Pak ● Issue 27 ● MK

Enjoyable American-style racer with squillions of shortcuts and stacks of detail.



Cheat Mode: In championship, drive through the barn on Coventry Cove. Hit the box inside the haystack and finish the track.

BIO FREAKS

76% ★

GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front.



Disable blocking, and do nothing but shoot. Hold Left on the D-pad and press Start to switch to first-person.

BLAST CORPS

88% ★

Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS



One of the most original games on the N64, and one you're almost certain to enjoy.



Re-enter a race after 'doing' it to race against your very own ghost.

BODY HARVEST

91% ★

Remin ● £20 ● 1 player ● rumble pak ● on cart ● Issue 22 ● TW



Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.

TOP TIP

Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.

BOMBERMAN 64

50% ★

Hudson/Nintendo ● £20 ● 1-4 players ● on cart ● Issue 8 ● ZH

Oh dear. The one-player mode is tedious and the multiplayer game has been completely ruined.

TOP TIP

Collect all 100 cards and complete the game to open a hidden world.

BOMBERMAN HERO

66% ★

Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 21 ● TW

Uninspiring 3D adventure, but compulsive at times. Up against Banjo, mind, it looks rubbish.

TOP TIP

Hold A, B and Z to open the Level Select menu.

BUCK BUMBLE

70% ★

Ubi Soft ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

TOP TIP

Infinite weapons: On the D-pad push Left, Right, Up and Down. Hold for two seconds. Then push Right, Right, Left and Left.

BUST-A-MOVE 2

80% ★

Acclaim ● £40 ● 1/2 players ● controller pak ● Issue 17 ● JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

TOP TIP

Press L, Up on the D-pad, R and Down on the D-pad on the title screen to open up Another World.

BUST-A-MOVE 3

82% ★

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

TOP TIP

If you've got a bubble that won't match up, dangle it amongst a group of others and save it to use as part of a combo later on.

CASTLEVANIA

81% ★

Konami ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 27 ● JB

Learn to live with the ropey camera and the 3D Castlevania delivers shocks aplenty. Spook!

TOP TIP

Spend over 30,000 in Renon's shop and you get to fight him.

CENTRE COURT TENNIS

67% ★

Hudson ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of Super Tennis.

TOP TIP

Aim for the down-the-line smash as much as possible. The opponents just can't handle it.

CHAMELEON TWIST

70% ★

Ocean ● £40 ● 1-4 players ● on cart ● Issue 10 ● JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

TOP TIP

If your life meter is low when you enter a room, save the game and exit. Reload and you'll be full of chameleon-esque liveliness.

CHAMELEON TWIST 2

55% ★

Sunssoft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 26 ● MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

TOP TIP

Look out for the little parachute that comes out of the chameleon's backpack. It's so cute...

CHARLIE BLAST'S TERRITORY

52% ★

Kemco ● £35 ● 1-4 players ● rumble pak ● Issue 30 ● MG

Creaky old Amiga game, Bombuzal, given a most basic taring up with dodgy 3D graphics.

TOP TIP

Try this password: 6 of Clubs, King of Hearts, 10 of Hearts, Ace of Clubs, 3 of Spades.

CHOPPER ATTACK

81% ★

GT ● £50 ● 1 player ● rumble pak ● on cart ● Issue 20 ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the Desert Strike tradition. Top!

TOP TIP

On the 'press start' screen, press Top-C seven times to access the hidden Level Select option.

CLAYFIGHTER 63%

24% ★

Interplay ● £22 ● 1/2 players ● on cart ● Issue 9 ● JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

TOP TIP

Breaking the cart open reveals several chips of varying thickness. Stack them together to prop up wobbly chairs, etc.

COMMAND & CONQUER

75% ★

Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● expansion pak ● Issue 32 ● TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

TOP TIP

Hold R and press Top or Bottom-C to magnify or reduce the battle screen.

CRUIS'N USA

24% ★

Nintendo ● £20 ● 1 player ● rumble pak ● on cart ● Issue 13 ● TW

Dump. Less about driving, more a rule book on how to cock-up console games.

TOP TIP

After entering your initials, push Down and scroll to the conveyor belt. Hold Left on the D-pad and a severed head will roll by.

CRUIS'N WORLD

38% ★

Nintendo/Midway ● £20 ● 1-4 players ● rumble pak ● on cart ● Issue 20 ● TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

TOP TIP

To pass the other cars easily, tap A twice to do a wheelie and they'll all get out of the way. Fun or what?

DARK RIFT

69% ★

Vic Tokai ● £20 ● 1/2 players ● on cart ● Issue 8 ● JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

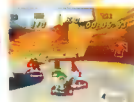
TOP TIP

Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

DIDDY KONG RACING

90% ★

Nintendo/Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 10 ● JA



A massive adventure mode and three different vehicles. Not quite as good as MK though.

TOP TIP

For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'

DOOM 64

77% ★

GT ● £25 ● 1 player ● controller pak ● Issue 7 ● JA

Solid and workman-like but, up against Turok and GoldenEye, it looks dreadfully old hat.

TOP TIP

At the password screen enter 7JL BDFW BFGV JVB for a cheat menu.

DUAL HEROES

50% ★

Bitwave/Hudson ● £30 ● 1/2 players ● controller pak ● Issue 17 ● MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

TOP TIP

To beat the CPU in an open arena, use Z to run around him at the edge of the platform, confusing him into falling off.

DUKE NUKEM 64

85% ★

GT ● £25 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW



A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP

At the main menu, press Left, Left, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.

DUKE NUKEM ZERO HOUR

90% ★

GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG



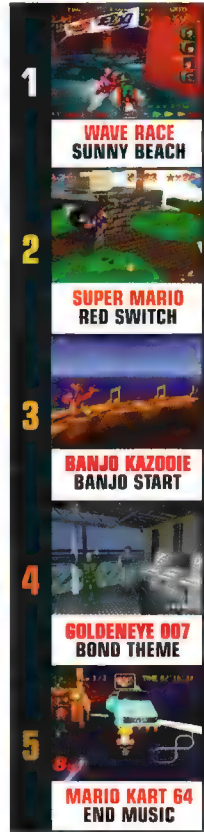
A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's very good.

TOP TIP

Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein. Very nice indeed.

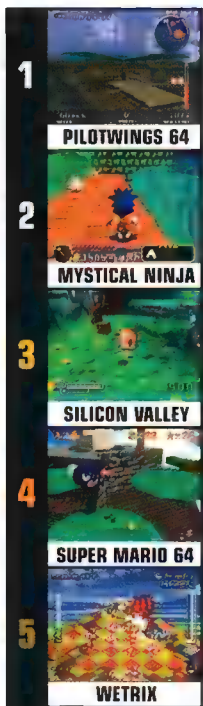
CHIRPY CHOONS

David Jackson from Keynsham sent us a tape featuring his favourite mellow moods from classic N64 titles. Here are the melodies he likes most...



SUNDAY GAMES

Oliver Towley from Worcester compiled a list of five games perfect for a quiet Sunday afternoon when your Gran is snoring and the Antiques Roadshow is on TV. Beautiful.



EXTREME G

87% **2**

Acclaim ■ £35 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 9 ■ TW



Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

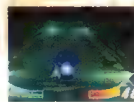


Enter your name as **RA50** and quit a race - you'll finish in whatever position you were in when you selected quit.

EXTREME G2 (XG2)

85% **4**

Acclaim ■ £41 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 23 ■ JB



XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.



For all the **Bliss** enter **3GP8ZKW76ZMW** as a password.

F1 POLE POSITION

71% **1**

Ubi Soft ■ £23 ■ 1 player ■ controller pak ■ Issue 7 ■ JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.



Set your fuel level to a mere 10% before a Grand Prix and you'll find that you're super fast and you never run out of petrol.

F1 WORLD GP

93% **1**

Nintendo/Paradigm ■ £31 ■ 1/2 players ■ rumble pak ■ on cart ■ Issue 20 ■ JA



Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



Select exhibition and change D. Williams' last name to Vacation to access the hot and fast **H** circuit.

F1 WORLD GP 2

72% **1**

Nintendo ■ £40 ■ 1/2 players ■ rumble pak ■ on cart ■ expansion pak ■ Issue 32 ■ JA

Still a fantastic F1 sim but there's not enough new here to warrant buying this if you've already got the first game.



Check out our track guides in **10**.

FIFA 64

39% **1**

EA ■ £25 ■ 1-4 players ■ controller pak ■ Issue 2 ■ TW

How in the wide, wide world of sport was this made legal? Like a rash. Only not as enjoyable.



Only tap the shoot button once. You'll eventually do something.

FIFA '98

83% **2**

EA ■ £30 ■ 1-4 players ■ controller pak ■ Issue 10 ■ TW

Banishing the memory of *FIFA 64*, there's plenty of promise here. Not perfect, but better.



Try using the lob (Top-C) to seek out players in front of you. **1** safer than the ground-level pass.

FIFA '99

83% **1**

EA ■ £40 ■ 1-4 players ■ controller pak ■ rumble pak ■ Issue 26 ■ TW

The best *FIFA* game yet. *FIFA 99* actually plays a solid game of football. It's no *ISS '98* though.



As with every *FIFA* game don't forget that it may take several minutes before your button presses **1** registered on screen.

FIGHTERS DESTINY

86% **1**

Ocean ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 13 ■ JB



Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.

FLYING DRAGON

73% **2**

Interplay ■ £40 ■ 1/2 players ■ controller pak ■ rumble pak ■ Issue 27 ■ TW

The game formerly known as *Art of Fighting Twin* comes to the UK, and proves to be fairly enjoyable but instantly forgettable.



To be able to play as the oddly-named Bokuchin, **1** you need to do is beat him in **1** normal fight. Simple.

FORSAKEN

87% **4**

Acclaim ■ £50 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 16 ■ MK



A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.



Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C **1** the Start.

F-ZERO X

91% **1**

Nintendo ■ £40 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 22 ■ JP



The fastest racer on earth, and one of the most exhilarating four-player games you can buy.



Complete all four cups on all four difficulty levels **1** access the 5th, secret cup: a completely random track generator.

GASPI!

47% **1**

Konami ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 21 ■ TW

A stinky old fighter, sneaked out quietly. We sprang out and punched it in the face.



Beat the game to come face-to-face with **1** terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno.

GEX 64 Enter the Gecko

59% **1**

GT ■ £50 ■ 1 player ■ rumble pak ■ controller pak ■ Issue 21 ■ JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.



Think about this: Mario **1** Banjo. *Mystical Ninja*. *Aaaand goodnight*.

GLOVER

83% **4**

Hasbro ■ £50 ■ 1 player ■ rumble pak ■ on cart ■ Issue 21 ■ MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.



Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C for a *Fisheye lens*.

GOEMON 2

69% **1**

Konami ■ £40 ■ 1/2 player ■ rumble pak ■ on cart ■ Issue 29 ■ JB

After the excellent *Mystical Ninja 3D* adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.



Keep the analogue stick pressed diagonally up at 45° to get the maximum distance when swinging on the poles.

GOLDENEYE 007

94% **1**

Nintendo/Rare ■ £50 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 9 ■ TW



Brilliant levels, and scenery and a perfectly judged difficulty curve. About as good as it gets.



We've had tips and tricks for this game in just about every issue since it was released. Check out **1** and **1** in particular.

GT 64

67% **1**

Ocean ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 17 ■ TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.



Win the championship on Easy mode to get the mirror tracks. **1** Win the championship on **1** laps-per-race to get the secret track.

HEXEN

69% **1**

Midway ■ £30 ■ 1-4 players ■ controller pak ■ Issue 5 ■ JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.



Cheat menu: Pause and press Top-C, Bottom-C, Left-C, Right-C. **1** Invincibility: Left-C, Right-C and Bottom-C.

HOLY MAGIC CENTURY

71% **1**

Konami ■ £50 ■ 1 player ■ controller pak ■ Issue 23 ■ MG

RPG which could have been better but for the tedious random battles and Americanised plot.



If you get caught in a random battle between **1** - and you will - then just leg it at **1** earliest opportunity.

HYBRID HEAVEN

83% **4**

Konami ■ £40 ■ 1 player ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 33 ■ JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.



Unless your power bar is completely full, your combo attacks won't have any effect on opponents at all. *Nope. Nope.*

IGGY'S RECIPIENT BALLS

56% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

TOP TIP Wearing dark glasses is clinically proven to reduce the risk of vomiting at the sight of Iggy's rat-faced grin.

ISS 64

92% ★ Konami ● £30 ● 1-4 players ● controller pak ● Issue 3 ● TW

An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, Right, R, Left, R, Right, R, B, A. Release Z and press Start.

ISS '98

92% ★ Konami ● £40 ● 1-4 players ● controller pak ● Issue 20 ● MK

Enhanced and updated and now more than ever, the finest football game in the world.

TOP TIP Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.

KILLER INSTINCT

62% ★ Nintendo/Bare ● £20 ● 1/2 players ● controller pak ● Issue 3 ● MH

Great in its time but who wants a 2D beat-'em-up in the light of Tekken and even MK4?

TOP TIP Options: during character bio press Z, A, L, A, Z.

KNIFE EDGE

42% ★ Nintendo ● £30 ● 1/4 players ● on Cart ● rumble pak ● Issue 21 ● JA

A light gun game on a machine that doesn't have a light gun. Dull.

TOP TIP Remember! Use the C-buttons to escape from side the side!

LEGEND OF ZELDA

98% ★ Nintendo ● £50 ● 1 player ● rumble pak ● on cart ● Issue 24 ● JB

Simply the greatest game ever created. Utterly amazing. If you get just one game, it must be this.

TOP TIP Check out N64/24 for a guide on how to complete the first dungeon.

LODE RUNNER 3D

70% ★ Infogrames ● £40 ● 1 player ● on cart ● rumble pak ● Issue 29 ● JB

This is the latest in a long line of retro puzzlers with gameplay unchanged since the days of the Commodore 64. There's plenty of it too.

TOP TIP All levels: Pause, hold Z and press B, A, B, A, Top-C, Bottom-C, Left-C, Right-C, Top-C, Bottom-C, Left-C, Right-C.

LYLAT WARS

91% ★ Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN

Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP Achieve gold medals on all levels for the four-player Tank and Expert modes. ● Guides in N64/8 and 9 and DGG + no. 2.

MADDEN 64

92% ★ EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT

The first 64-bit outing for the Madden series is a great success but it looks a bit dated compared to NFL 99.

TOP TIP At the create player screen, type AT(space)Madden to get the All-Time Madden super team.

MADDEN NFL '99

88% ★ EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK

This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP Enter these codes to access hidden throwback, HAMMERHEAD, WELCOMEBACK, INTHEGAME, GEARGUYS.

MARIO KART 64

91% ★ Nintendo ● £30 ● 1-4 players ● controller pak ● on cart ● Issue 4 ● JD

A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP At the start of the race, time your acceleration burst just before the light turns green to get a rocket start.

MARIO PARTY

85% ★ Hudson ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 27 ● JN

Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP To unlock the Eternal Star stage, complete all boards, then earn 100 stars with the...

MACE: The Dark Age

81% ★ GT ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

TOP TIP Highlight Ragnar, Dregan and Koyasha and press start on each one. Pick your fighter and he'll be wearing giant fluffy slippers.

MICHAEL O'BRIEN'S WLS 2000

84% ★ THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MK

Silly smooth, goal-drenched football game, with real league teams. No JSS, mind.

TOP TIP Get to the by-line and use R and B to cross the ball into the area. Watch the analogue stick for spectacular aftertouch.

MICRO MACHINES 64 TURBO

86% ★ Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB

Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP Don't take the shortcuts. Try to veer off the track and you'll blow up.

MILO'S ASTRO LANES

38% ★ Interplay ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 26 ● TW

'Stunningly dull'. Give it a miss.

TOP TIP Shortcuts are a quicker and less expensive method of ending it all.

MISCHIEF MAKERS

90% ★ Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB

It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP Check out our extensive guide in N64/12. You won't regret it. No more.

MISSION: IMPOSSIBLE

75% ★ Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

After the wait, Mission's let down badly by horrendous AI, a clunky engine and bad controls.

TOP TIP Continuously access your objectives as they can change without warning.

MK MYTHOLOGIES

9% ★ GT ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

TOP TIP Creep along in that spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV.

MONACO GRAND PRIX

87% ★ Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB

Not as deep or complex as Paradigm's F1 WGP, but a tyre-squealingly good game all the same.

TOP TIP Remember to use your brakes on the corners!

MAD AS A HATTER

Tony Wangleton from Tewkesbury with five games to make you tear your hair out. Prepare to go mento.

- 1 Turok 2
- 2 Wipeout 64
- 3 Diddy Kong Racing
- 4 Castlevania
- 5 Glover



BLOOD!

N64 reader Tony Stowton recounts five bloody moments that almost had him running to his Mummy. In fact, they're so flamin' nasty that we almost had to censor the beggars. Get a load of this little lot.

- 

1 TUROK 2
It's Bore-ing time! Watch that drill missile go bzzzzz.
- 

2 MORTAL KOMBAT 4
Quan-Chi ripping off a leg and using it VIOLENTLY.
- 

3 GOLDENEYE
Plugging someone in the back of the head. It hurts.
- 

4 SHADOWMAN
Violating someone with the, er, Violator. Bloody!
- 

5 TUROK
The Chaingun. No wonder they're bringing it back for Rage Wars.


MONSTER TRUCK MADNESS

66%  Take 2 ■ £40 ■ 1-2 players ■ rumble pak ■ Issue 33 ■ JB

Okay-ish conversion of knackered old PC game, with new two-player modes.

TOP TIP To access the Alpine Challenge Track, complete a circuit on 'medium' difficulty. For the Aztec Valley Track, do it on 'easy'.

MORTAL KOMBAT 4

84%  GT ■ £45 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 20 ■ JP

The best version of MK yet.

TOP TIP In the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.


MORTAL KOMBAT TELLTALE

34%  GT ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 1 ■ TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

TOP TIP In 8-Player Kombat and you can select Shoa Kahn's Lost Treasures.

MULTI RACING

71%  Ocean/Imagineer ■ £30 ■ 1/2 players ■ controller pak ■ Issue 8 ■ JB

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

TOP TIP Hidden cars without beating them: Select one of the closed garages in vs mode, exit and choose a one-player game.

MYSTICAL NINJA

90%  Konami ■ £50 ■ 1 players ■ controller pak ■ Issue 14 ■ TW

With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to Mario.

TOP TIP Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.


NAGANO WINTER OLYMPICS

32%  Konami ■ £30 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 12 ■ JD

Luge, bobsleigh, halfpipe, curling, they're all here and they're all extremely boring.

TOP TIP To succeed at Luge, press Left and Right shoulder buttons occasionally until you reach end. Quite literally, crap.

NASCAR '99

59%  EA ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 23 ■ MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

TOP TIP When you get bored of driving round in circles, go to bed.


NBA COURTSIDE

90%  Nintendo ■ £20 ■ 1-4 players ■ rumble pak ■ controller pak ■ on cart ■ Issue 18 ■ MK

Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP Hold L while selecting a pre-season game to access the secret teams.


NBA HANGTIME

52%  GT ■ £25 ■ 1-4 players ■ on cart ■ Issue 5 ■ JS

The problem here is that two-on-two basketball gets very boring, very quickly.

TOP TIP Try these matchup codes: 025, 111, 120, 273, 284, 461, 552, 802. To duplicate star players, use 0000 as your pin.

NBA JAM '99

83%  Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 24 ■ MG

Not quite up to the standard of NBA Courtside, Jam is nevertheless good value.

TOP TIP Use Left-C to produce 'alley-oops' when an opponent is to slam dunk. This, for those unsure, slaps the ball out of play.

NBA LIVE '99

64%  EA ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 24 ■ JB

Lacking Courtside's moves and Jam's sense of humour, Live is the poor man's basketball game.

TOP TIP Press R during play and C-button Icons appear above your players, tying each of your team in one of the yellows.


NBA PRO '98

71%  Konami ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 14 ■ JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant.

TOP TIP To improve your chances of landing free throws, simply tap Up on the controller a few times. It really is that easy.


NHL PRO '99

52%  Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 27 ■ JP

An above average slice of ice-based puck-hitting, yes, but one that can't compete with the Wayne Gretzky series.

TOP TIP Three pointers are astonishingly rare, so attempt to shoot from inside the D as often as possible.

NBA PRO '99

52%  Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 27 ■ JP

Konami ill-advisedly take a break from JSS brilliance to tackle basketball. The results are painfully average.

TOP TIP Should you have £40 to spend on a basketball game, buy Konami Bryant in NBA Courtside instead, eh?

NFL BLITZ

87%  GT ■ £45 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 22 ■ MK

Arcade-style American football. Fast play with plenty of scraps and a customisable Editor.

TOP TIP At the Matchup screen, in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you speed when you play.


NFL QUARTERBACK CLUB '99

86%  Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 10 ■ TT

It's got the crucial NFL licence but doesn't quite manage to displace Madden. More for the purists.

TOP TIP Check out our comprehensive five-page guide to Yank-thrashing in N64/12. Full list of cheats in N64/15.

NFL QUARTERBACK CLUB '99

90%  Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 23 ■ MK

Incredibly realistic American football featuring the best motion-captured animation ever seen.

TOP TIP To have the players into wobble guttards, enter the code W33H3LLY. For constant injuries HSPTL.

NHL '99

74%  EA ■ £50 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 22 ■ JP

Good but not great. Buy Wayne Gretzky instead.

TOP TIP Try these codes: BIGBIG (big players), MIT (speed up), BRAINY (big heads), FREEEA (bonus teams).


NHL BREAKAWAY

62%  Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 14 ■ DM

Little excitement, nowt original. Gretzky's better.

TOP TIP Want to enable cheat menu? Here's how: On the title screen press Left-C, Right-C, Left-C, Right-C, R.


NHL BREAKAWAY '99

64%  Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 24 ■ JB

Mildly diverting hockey sim: can't touch Gretzky.

TOP TIP Catch those magic replay moments by zooming in on an individual player with the D-pad.

OLYMPIC HOCKEY

60%  GT ■ £25 ■ 1-4 players ■ controller pak ■ Issue 15 ■ MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

TOP TIP Check out N64/5 for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this unsuitable con trick.

PENNY RACERS

58% ★

T-HO ■ £40 ■ 1-4 players ■ controller pak ■ rumble pak ■ Issue 25 ■ MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

TOP TIP Take your £40 down to NMT's and clear of his tripe.

PILOTWINGS 64

89% ★

Nintendo ■ £20 ■ 1 player ■ on cart ■ Issue 1 ■ TW



A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP Five 30-second stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on the island and on the bridge-shaped rock on Holiday Island.

PREMIER MANAGER 64

82% ★

Gremlin ■ £40 ■ 1 player ■ on cart ■ Issue 31 ■ TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

TOP TIP Remember to re-adjust your squad every time you play. Unfortunately PM64 refuses to open itself to emergency things when your tactics turned.

QUAKE 64

79% ★

GT ■ £25 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 15 ■ JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

TOP TIP Debug mode: Select 'Load Game' and do not use a memory pak. Fill the password entry box with little 'Q' symbols.

QUAKE II

90% ★

Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 32 ■ MG



The one-player game is a little outdated but the multiplayer is absolutely stunning.

TOP TIP For extra costumes colours enter S3TC 0000 S777 as a password.

RAMBLA KIDS

80% ★

Konami ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ on cart ■ Issue 22 ■ MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

TOP TIP If you press R and then press forward or Away from your opponent, your character will produce his or her Magic attack.

RAMPAGE WORLD TOUR

54% ★

GT ■ £45 ■ 1-3 players ■ controller pak ■ Issue 16 ■ MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

TOP TIP Find a Scum fuel facility, eat the fuel, then the car will be transformed into the mighty Vern for the rest of the stage.

RAMPAGE 2 UNIVERSAL TOUR

22% ★

Midway ■ £40 ■ 1-3 players ■ rumble pak ■ controller pak ■ Issue 29 ■ MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could possibly waste your money on.

TOPTIP To get all the characters enter N073T at the password screen.

RE-VOLT

73% ★

Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 31 ■ MG

Great track editor and annoying gameplay combine to better-than-average effect.

TOP TIP Because the courses are so tricky to follow, it's worth remembering that Top-C will put your car back on course if you get lost.

ROBOTRON 64

75% ★

GT ■ £50 ■ 1/2 players ■ controller pak ■ Issue 12 ■ JN

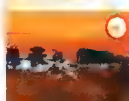
An entertaining update of the classic arcade shoot-'em-up, but more than a little repetitive.

TOP TIP Hit the Setup menu from Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C to get a handy shoot option.

ROGUE SQUADRON

85% ★

Lucas Arts ■ £50 ■ 1 player ■ cart ■ rumble pak ■ expansion pak ■ Issue 25 ■ TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP Type in IGVIEUP to obtain a handy amount of lives. An infinite amount!

RUGRATS TREASURE HUNT

48% ★

T-HO ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 33 ■ MG

Dire rip-off of Mario Party, with none of the sub-games and none of the fun. Crud.

TOP TIP Move forward a few spaces on the board and jump on Spike's head.

RUSH 3 EXTREME RACING USA

73% ★

GT ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 24 ■ TW

You'll either love it to death or hate it with a passion. Better handling and lots of secrets.

TOP TIP Go to the Set Up menu and press L, R, Z and all four C-buttons. Hold L, R and Z and press the C-buttons to activate the cheats.

SAN FRANCISCO RUSH

82% ★

GT ■ £25 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 11 ■ TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

TOP TIP To turn your car into a mine, press Right-C, Right-C, Z, Bottom-C, Top-C, Z, Left-C, Left-C on the car select screen.

SCARS

79% ★

Ubi Soft ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 23 ■ MK

Kind of like a futuristic version of Mario Kart but there are several better alternatives out there.

TOP TIP When you have a multiple weapon, fire the fast one or three at low-power, and hold the trigger down to charge up the slow shot.

SHADOWGATE 64

43% ★

Kemco ■ £40 ■ 1 player ■ rumble pak ■ controller pak ■ Issue 31 ■ JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

TOP TIP To defeat Belezar, put the dragon eye on the fake staff of Ages. To defeat the Warlock Lord, put the staff of Ages and the ring in the hands of the statues of Lord Jair.

SHADOWMAN

93% ★

Acclaim ■ £40 ■ 1 player ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 32 ■ JB



Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for more health.

SHADOWS OF THE EMPIRE

78% ★

Nintendo/LucasArts ■ £40 ■ 1 player ■ on cart ■ Issue 1 ■ JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre Doom-style bits.

TOP TIP On the full difficulty setting, the Wampas will be your friends if you get all the challenge points.

SILICON VALLEY

91% ★

Take 2 ■ £50 ■ 1 player ■ on cart ■ Issue 22 ■ MK



The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP On the 'monkey swinging' section in Jungle Doldrums, push Jump twice and you get extra bonuses on your leap. Handy!

SOUTH PARK

73% ★

Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 25 ■ JA

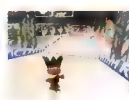
Monotonous and basic first person shooter.

TOP TIP Enter BOBBYBIRD as your password to unlock absolutely everything.

SNOWBOARD KIDS

86% ★

Nintendo/Atari ■ £30 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 14 ■ JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it worked).

BARGAIN BASEMENT

Sam Telford from Truro runs us through those must-have N64 games you'll almost certainly find kicking around in the bargain basement. Get your tenners ready...



CRAP BUT GOOD

The frankly disturbed Anthony Felton lists his favourite "crap but good" N64 games. *Whelk.*

- 1  **SOUTH PARK**
- 2  **AUTOMOBILI LAMBORGHINI**
- 3  **KILLER INSTINCT**
- 4  **TOP GEAR OVERDRIVE**
- 5  **BUCK BUMBLE**

STARSHOT

68%  Infogrames ■ £40 ■ 1 player ■ rumble pak ■ on cart ■ Issue 22 ■ JP

A 3D platformer that's been pre-dated by Banjo.

TOP TIP *Warp mode: Pause and select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A.*

STAR WARS EPISODE 1: RACER

88%  Nintendo ■ £50 ■ rumble pak ■ 1/2 players ■ expansion pak ■ on cart ■ Issue 30 ■ MK

 Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting the Start Game option and you'll be treated to a cut scene showing your racer trading insults with the course favourite.*

SUPERMAN


14%  Titus ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ on cart ■ Issue 31 ■ TW

Fortunately games are rarely this dull. Staggeringly inept, *Superman* is virtually unplayable. DO NOT, repeat, DO NOT buy this.

TOP TIP *Level Select: After saving your game, hit reset, go to load game and when it asks you to put in the rumble pak, hold L + B for a few seconds and while holding them hit A.*

SUPER MARIO 64

96%  Nintendo ■ £50 ■ 1 player ■ on cart ■ Issue 1 ■ ZH

 Everything that's made previous Mario titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*


TETRISPHERE


69%  Nintendo ■ £70 ■ 1/2 players ■ controller pak ■ Issue 13 ■ SJ

Confusing, complicated and frustrating.

TOP TIP *Type in the word VORTEX on the password screen, then press and hold the Reset button for a strange animated sequence.*

THE NEW TETRIS

88%  Nintendo ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 33 ■ MK

 At last! The definitive non-GB Tetris game. Superb music, ace four-player ents.

TOP TIP *Go for the gold blocks by plating four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

TONIC TROUBLE

55%  Ubi Soft ■ £40 ■ 1 player ■ controller pak ■ rumble pak ■ Issue 33 ■ MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TOP TIP *Avoid the giant enemies by holding Z and moving left and right. Sounds obvious, but it's never ever mentioned in the game.*

TOP GEAR RALLY

86%  Nintendo/Boss ■ £40 ■ 1/2 players ■ controller pak ■ Issue 8 ■ JD

 Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.

TOP TIP *Complete game 'seasons' to earn (in order) the Truck, Helmet Car and Ball Car. • Double Game Guided on N64TE.*

TOP GEAR OVERDRIVE


79%  Nintendo ■ £45 ■ 1/4 players ■ rumble pak ■ expansion pak ■ on cart ■ Issue 24 ■ TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP TIP *Complete the mirrored seasons to access the Taco, N, Nintendo Power and Dog tracks. Finish all seasons for the secret track.*

TURBII DINOSAUR HUNTER

91%  Acclaim ■ £30 ■ 1 player ■ controller pak ■ Issue 1 ■ TW

 Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGCRTDTRK for all cheats.*

TUROK 1 SEEDS OF EVIL

95%  Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 21 ■ TW

 A breathtaking follow-up to a superb original, with an eye-melting hi-res mode. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TWISTED EDGE

60%  Nintendo ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 24 ■ TW

An amateur snowboarding outing. Just competent.

TOP TIP *Just after the word "Go" disappears, press Up twice. If done correctly you should get a jump start. Nicely!*


VIRTUAL POOL 64

77%  Interplay ■ £40 ■ 1/2 players ■ controller pak ■ Issue 26 ■ MG

Surprisingly playable pool sim.

TOP TIP *To make the computer miss, press R to switch to the overhead view and use the analogue stick to move the CPU's cue.*

VIGILANTE 0

74%  Activision ■ £40 ■ 1/4 players ■ controller pak ■ expansion pak ■ Issue 11 ■ JB

Average *Twisted Metal* clone, with a few nice touches and a few moments of utter tedium.

TOP TIP *Use the password JTB77CFD1LRMGW to unlock all stages and vehicles. Try MAX_RESOLUTION to enable a hi-res mode.*

V-RALLY 99

90%  Infogrames ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 22 ■ JA

 Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret tracks.*

WAIJALAE COUNTRY CLUB GOLF

49%  Nintendo ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 21 ■ TW

It's golf, but golf that looks like it's been through a meat processor.

TOP TIP *On any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar.*

WAR GODS


46%  GT ■ £25 ■ 1/2 players ■ No backup ■ Issue 7 ■ JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

TOP TIP *To enable the cheat mode, press Right on the D-pad three times, A, A, B. You lucky, lucky people.*

WAVE RACE 64

90%  Nintendo ■ £30 ■ 1/2 players ■ on cart ■ Issue 2 ■ ZH

 Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK 64*.

TOP TIP *To race in the rainbow colours, press up on the analogue while selecting your character. • DGG + no. 3 with Issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75%  GT ■ £25 ■ 1-4 players ■ controller pak ■ Issue 11 ■ TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

TOP TIP *Super teams: Go to Set-up then Options, hold L then: Right-C, Left-C, Left-C, Right-C, Left-C, Left-C, Right-C, Left-C and Left-C.*

WAYNE GRETZKY'S 3D HOCKEY '98

70%  GT ■ £25 ■ 1-4 players ■ controller pak ■ Issue 16 ■ MK

When all's done and dusted, is it really different enough to warrant buying? No.

TOP TIP *Issue 11 featured a guide to two-player excellence in the original *Gretzky*, also applies to the sequel. And Olympic Hockey.*



WCW/NWO REVENGE

75% ★ T+HQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

TOP TIP During a match, press Z to make the computer control for a while. Tips in Issues 22 and 24.

WCW VS NWO WORLD TOUR

70% ★ T+HQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

TOP TIP Each character has two special moves, one for legs and one for heads. Hold A and wiggle the analogue.

WETRIX

74% ★ Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

TOP TIP Complete practice rounds to get choice of groovy floor patterns. In Issue 15.

WIPEOUT 64

88% ★ Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW

The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP Using the brakes on gentle corners flip your craft out of control, so save them for the tightest of turns.

WORLD CUP '98

73% ★ EA ● £20 ● 1/4 players ● Controller pak ● Issue 16 ● JA

FIFA as FIFA's always been. Competent, licenced but sluggish, frustrating and now with semi-automatic tackling. Hmm.

TOP TIP Win the World Cup - on any difficulty - for access to Classic A option. This allows you to replay past matches.

WORLD DRIVER CHAMPIONSHIP

91% ★ Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 23 ● JB

It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP All cars and tracks: Begin a championship mode and enter RACES THE BEST as a name. Then press Left, Right, Right, Left, Down, Up at the next screen.

WWF ATTITUDE

88% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 11 ● MG



The closest you'll get to real wrestling on your N64. Check out the create-a-player mode - it's hilarious.

TOP TIP For extra challenge in the create-a-player mode, win the WWF Mankind in challenge or career under normal or hard difficulty setting.

WWF WARZONE

85% ★ Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

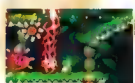


A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP On character biography, push down on the analogue to see the wrestlers' uniform uniforms.

YOSHI'S STORY

86% ★ Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW



Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

TOP TIP White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the ?.

Import releases (not yet released in UK)

64 O-SUMO

90% ★ Bottom Up ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● ME

Sumo it may be, but Bottom Up have turned Japanese wrestling into a fun-filled fat fest.

AIR BOARDER 64

62% ★ Human ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● TW

Unusual and quirky but there are no proper objectives and no real challenge. Looks great, plays boringly.

A BUG'S LIFE

62% ★ Activision ● 1 player ● rumble pak ● controller pak ● Issue 31 ● JB

A great movie. A basic, primitive platformer. No surprise there, then, eh?

AUGUSTA MASTERS '98

40% ★ T&E Soft ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

Your N64 could run this with the power off. A very poor conversion of a dated game design. Avoid at all costs.

BOMBERMAN B-DAMAN

23% ★ Hudson ● 1 player ● rumble pak ● controller pak ● on cart ● Issue 20 ● JP

Cheap and nasty mixture of simplistic shooting games.

BOTTOM OF THE NINTH

44% ★ Konami ● 1/2 players ● controller pak ● on cart ● Issue 31 ● TW

Baseball with none of the hi-res majesty of Acclaim's *All Star* games. Truly unremarkable.

CHORO Q 64

56% ★ Takara ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● MK

Painfully slow clockwork racer. Tedious.

DENRYU IKA IKA BOU

65% ★ Hudson ● 1/2 players ● Issue 12 ● JN

Denryu is a console-based version of the game at fetes with the copper stick and wire. It's up to you.

DEZAEMON 3D

82% ★ Athena ● 1-4 players ● rumble pak ● on cart ● Issue 19 ● MK

A complete shoot-'em-up development kit. Tricky, but fun.

DORAEMON

60% ★ Epoch ● 1 player ● controller pak ● on cart ● Issue 1 ● TW

A slightly confusing and all-too-tedious *Mario* clone.

DORAEMON 2

52% ★ Epoch ● 1 player ● on cart ● Issue 26 ● JB

The world's favourite blue atomic cat returns in another brief, mildly diverting *Mario* clone for the younger player.

FAMISTA 64

68% ★ Namco ● 1-4 players ● controller pak ● Issue 11 ● TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.

FIGHTING FORCE

26% ★ Core/Crave ● 1-2 players ● controller pak ● rumble pak ● Issue 31 ● JB

A shocking conversion of a rubbish PlayStation game.

FOX COLLEGE HOOPS

25% ★ Fox Interactive ● 1/2 players ● controller pak ● rumble pak ● Issue 26 ● TW

A weeping canker sore of a basketball game. Even the Americans aren't stupid enough to buy this. Or are they?

GET A LOVE PANDA LOVE UNIT

??% ★ Hudson ● 1 player ● on cart ● rumble pak ● Issue 26 ● TW

Impenetrable Japanese girlfriend simulator. No, hang on, that came out all wrong. I feel all dirty now. Hwwwrrr...

GOLF OF ST. ANDREW

58% ★ Seta ● 1-4 players ● on cart ● Issue 1 ● TW

The N64's finest golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.

GOLDEN NUGGET

52% ★ EA ● 1-4 players ● controller pak ● rumble pak ● Issue 26 ● TW

A gambling sim but the only money you'll make is the £5 you'll get for it at your local games exchange.

HARVEST MOON 1

82% ★ Pack In Soft ● 1 player ● controller pak ● Issue 28 ● MK

Wonderful farming RPG, packed with features. Reams of Jap text though, so we'd advise you wait for the UK version this autumn.

JANGOU SIM MAH JONG 64

69% ★ Video System ● 1 player ● controller pak ● Issue 7 ● JD

The best mah jong game yet? Well, probably, but does it really matter? It'll fly off the shelves in *ker-razy* Japan.

J-LEAGUE DYNAMITE SOCCER

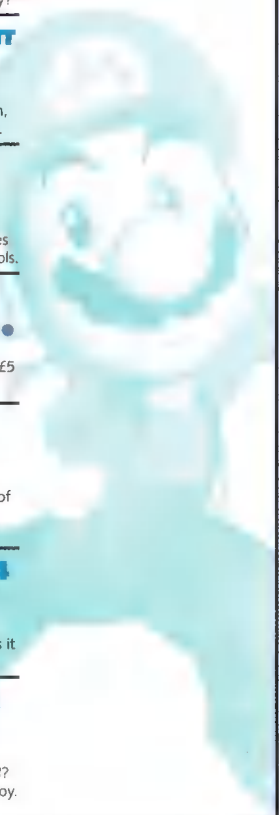
66% ★ Imagineer ● 1-4 players ● controller pak ● Issue 1 ● TW

What chance has a sprite game in a world with *ISS '98*? Incredibly basic but persevere and you may get some joy.

NEXT GEN II


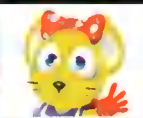



After last month's 'interesting' list of potential Dolphin candidates, Simon Boyce from Darlington wrote in with his ideas for Nintendo's next generation games...

- 1 SUPER LUIGI RPG
- 2 WWF SQUELCH
- 3 F-ZERO INTERGALATIC
- 4 ISS MANAGER
- 5 SHADOWMAN: LEGION'S BACK!



EYE-EYE, RARE

"You simply can't beat Rare for eye-tastic fun," writes Tom Fielding from Stoke-on-Trent. "Which is why I reckon my list for Directory has to be eye-based." Here, then, are Tom's five favourite eyes, courtesy of Rare.

- 1  **TIMBER THE TIGER**
- 2  **PIPSY THE MOUSE**
- 3  **JET FORCE TWINS**
- 4  **TIPTOP THE TURTLE**
- 5  **BUMPER THE BADGER**

J-LEAGUE ELEVEN BEAT

52% ↑


Hudson • 1/2 players
controller pak • Issue 10 • TW

Dynamite Soccer was an ugly but enjoyable fat-bloke footy game. *Eleven Beat* is plain ugly. One word: ISS '98.

J-LEAGUE PERFECT STRIKER

89% ↑


Konami • 1-4 players
controller pak • Issue 1 • TW

 Konami prove their footballing dominance with a magical soccer sim.

J-LEAGUE PERFECT STRIKER 2

90% ↑

Konami • 1-4 players
rumble pak • controller pak • Issue 12 • TW

 New RPG mode could mean absolute perfection. Pity it's impossible to understand.

JEOPARDY!

9% ↑


Take 2 • 1-3 players
controller pak • Issue 16 • MK

Less a game, more a vile disease.

JIKUYU WORLD CUP '98

91% ↑

Konami • 1-4 players
controller pak • Issue 18 • TW

 ISS '98 in all but name, this Jap version boasts an official World Cup '98 licence.

KING OF PRO BASEBALL

68% ↑

Imagineer • 1-4 players
on cart • Issue 1 • TW

The deformed players are funny for a bit but the slow runners and skilful CPU will eventually get you down.

KIRATTO KAIKETSU

60% ↑

Imagineer • 1-4 players
controller pak • Issue 25 • TW

Complicated Japanese board game involving a team of detectives, battles, dice, and sub-games. Odd.

LAST LEGION UX

60% ↑

Hudson • 1-2 players
rumble pak • controller pak • Issue 32 • MK

Intriguing twist on Sega's Virtual On that never quite comes off.

LEGEND OF THE RIVER KING

56% ↑

Natsume • 1 player
on cart • rumble pak • Issue 26 • JB

One of those fishing RPGs the Japanese adore.

LET'S SMASH

67% ↑

Hudson • 1-4 players
rumble pak • controller pak • Issue 23 • TW

Not the tennis game we were hoping for. Enjoyable for a while, but we still want a 64-bit version of *Super Tennis*.

MAGICAL TETRIS

59% ↑

Capcom • 1/2 players
on cart • rumble pak • Issue 26 • JA

Quite why games developers think they can improve on *Tetris* is beyond comprehension.

MAH JONG 64

65% ↑

East • 1-4 players
controller pak • Issue 3 • JB

If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.

MAH JONG MASTER

69% ↑

Konami • 1-4 players
on cart • controller pak • Issue 1 • WB

More of a beginners guide than previous efforts.

MAJOR LEAGUE BASEBALL

74% ↑


Nintendo • 1-4 players
rumble pak • Issue 18 • MK

Fast paced baseball action with players who must have fallen out of the ugly tree.

MARIO GOLF 64

90% ↑

Nintendo • 1-4 players
on cart • rumble pak • 68 pak • Issue 31 • MK

 It might be golf, but Mazza and his mates are in it and we love it.

NIGHTMARE CREATURES

57% ↑

Activision • 1 player
rumble pak • controller pak • Issue 25 • MK

Gory gothic slash-'em-up – a haze of unplayability clouds the control system like a gaseous mound of chuff.

OFF ROAD CHALLENGE

21% ↑

Midway • 1/2 players
rumble pak • controller pak • Issue 15 • JA

Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.

PACHINKO WORLD 64

12% ↑

Hewlett • 1 player
Issue 13 • TW

Pachinko is like pinball without the skill. Dull, dull, dull.

PIKACHU GENKI DECHU

75% ↑

Nintendo • 1 player
rumble pak • Issue 25 • ME

With the new Voice Control headset, tell Pikachu to naff off. Good fun. If you're fluent in Japanese.

POCKET MONSTERS SNAP

80% ↑

Nintendo • 1 player
rumble pak • on cart • Issue 29 • MG

Innovative and unusual Pocket Monsters tie-in involving a photo safari in the land of sweet furry creatures.

POKÉMON STADIUM 2

83% ↑

Nintendo • 1-4 players
on cart • 68 pak • Issue 32 • MK

Way too difficult unless you're fluent in Japanese but it should be with us come March and it's going to be huge.

POWER LEAGUE 64

42% ↑

Hudson • 1/2 players
controller pak • Issue 7 • JA

This effort from Hudson is tragically awful.

POWER PRO BASEBALL 4

54% ↑

Konami • 1/2 players
controller pak • Issue 3 • TW

This went ballistic in Japan but we prefer *King of Pro*.

POWER PRO BASEBALL 5

78% ↑

Konami • 1-4 players
controller pak • Issue 17 • MK

Strictly for fans of Japanese weirdness.

PUYO PUYO SUN 64

80% ↑

Compile • 1/2 players
on cart • Issue 10 • ZN

You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.

cut out and send

Club 64

DIRECTORY readers top five

WIN!

An N64 game of your choice!

The reader with the best, and most original, choice, wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing,
30 Monmouth Street, Bath, BA1 1BW.

REMEMBER!

Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, anything at all. Be creative!

My Top Five.....

.....are:

1.

2.

3.

4.

5.



Name.....

Address.....

Postcode.....

Game wanted.....

SIN CITY 2000

83% ★

Imagineer ● 1 player ● controller pak ■ Issue 13 ● JP

Although it looks no different to the SNES version, this still plays as magnificently as ever.

SMASH BROS

90% ★

Nintendo ■ 1-4 Players ■ on cart ■ rumble pak ■ Issue 23 ■ JB



Beautifully playable, totally original platform beat-'em-up, starring classic characters.

SNOWBOARD KIDS 2

80% ★

AAA ● 1-4 players ● controller pak ■ rumble pak ■ Issue 28 ■ JA

Similar to the original, with improved stunts, but a little slow. If you don't love it, you'll hate it.

SNOW SPEEDER

71% ★

Imagineer ■ 1/2 players ■ controller pak ■ on cart ■ rumble pak ■ Issue 26 ■ JJ

Skiing and snowboarding sounds like a winning combo, but *Snow Speeder* lacks the spark.

STAR SOLDIER

62% ★

Hudson ■ 1 player ■ rumble pak ■ on cart ■ Issue ■ MK

Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.

SUPER BOWLING

72% ★

Athena ● 1-4 players ● controller pak ■ rumble pak ■ Issue 30 ■ MG

Rather good straight bowling action with plenty of cool little extras. PAL version soon, please!

SUPER ROBOT SPIRITS

58% ★

Banpresto ■ 1/2 players ■ rumble pak ■ on cart ■ Issue 20 ■ MK

The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.

SUSUME! TAMER FIGHTER BUNGA

78% ★

Konami ■ 1-4 players ■ controller pak ■ Issue 15 ■ TW

Yet another *Puyo Puyo* game, but enjoyable all the same.

TAMAGOTCHI WORLD 64

79% ★

Bandai ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 12 ■ JH

A 64-bit board game that's fun but goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

TETRIS 64

42% ★

Seta ■ 1-4 players ■ on cart ■ Bio pak ■ Issue 26 ■ JA

Clip the bio pak's monitor to your ear and look like a plonker as you play another inferior *Tetris* clone.

TOKON ROAD

49% ★

Hudson ■ 1-4 players ■ Issue 12 ■ DM

A tedious old wrestling sim.

TRIPLE PLAY 2000

50% ★

EA ● 1-4 players ■ rumble pak ● controller pak ● Issue 29 ■ MG

Inferior baseball game from the kings of inferior sports efforts. Will no doubt sell millions in the USA.

TRUMP WORLD

21% ★

Bottom Up ● 1-4 players ● on cart ● Issue 21 ■ MG

Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.

VIRTUAL CHESS

76% ★

THX ■ 1/2 players ■ rumble pak ● on cart ■ Issue 18 ■ TW

Just what you've been waiting for - a chess sim...

WCW NITRO

42% ★

THQ ■ 1-4 players ■ controller pak ■ Issue 27 ■ JP

A third-rate conversion of an already ropey PlayStation game. Avoid like True Evil itself.

WHEEL OF FORTUNE

17% ★

Gametek ● 1-3 players ■ rumble pak ■ Issue 11 ■ TW

Awful visuals, bad animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

WONDER PROJECT JI

55% ★

Enix ■ 1 player ■ controller pak ■ Issue 1 ■ WD

Guide a robotic girl through various 'real-life' situations. Weird and very Japanese.

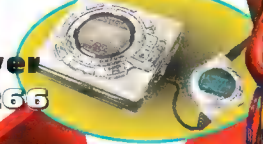


COMPETITION

call & win prizes!



dreamcast
0906 960 3265



mini disc player
0906 960 3266



hand held tv
0906 960 3267

20 music cd's of your choice
0906 960 3268

20



gameboy printer and camera
0906 960 3269



color gameboy
0906 960 3270



midi hi fi
0906 960 3271

mobile phone
0906 960 3272



playstation
0906 960 3273



nintendo 64
0906 960 3274



portable tv
0906 960 3275



zap pager
0906 960 3276

5 top games of your choice
0906 960 3277

£100 fashion vouchers
0906 960 3278



VELOCITY & MOTRATONIX can be found in Xtreme G 2 available on PC and N64 and appear courtesy of Accolade Entertainment Ltd.

Calls charged at £1.00 per min - Maximum cost of call £3.00. Ask permission from the person responsible for paying the phone bill. **Competition closes 30th November 1999** after which time they may be replaced by similar services on the same numbers. **Winners will be picked randomly from correct answers.** For rules or winners' names send an S.A.E. to ILN Services, PO Box 107, Knutsford, Cheshire WA16 6AG. Helpline 0870 740 1002 (Helpline calls charged at National Rate)

SAVE UP TO 33% WITH A 12 ISSUE SUBSCRIPTION TO



N64 MAGAZINE

4

THAT MEANS FREE ISSUES

(PLUS FREE DELIVERY!)

(Free delivery in UK only)

● SAVE CASH!

Save up to a third with a 12 issue subscription by Direct Debit!

● FREE DOUBLE GAME GUIDE +

Or an exciting free gift!

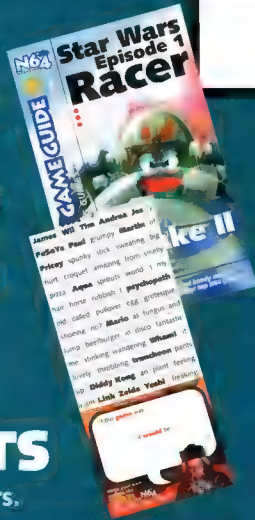
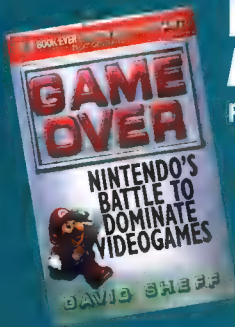
Also this month

● FREE FRIDGE MAGNETS

For all UK subscribers.

● FREE BOOK

GAME OVER is the greatest book ever written on games – and it's all about Nintendo. A rattling good yarn, full of controversy, war, sweat and Mario.



Call the subs hotline on
01458 271124*

Overseas readers call +44 158 271124

Fax the order form on 01225 822523*

E-mail: subs@futurenet.co.uk*

or visit our website at www.futurenet.com

*Please quote Order No. N9FF34 when telephoning or emailing your order. Lines open 8am-8pm, Monday-Friday.

Standard Subscription (12 issues) rates: UK Direct Debit **£24**
UK Cheque/Credit Card **£29** Europe (inc. Eire & N.America)
£37 Rest of the World **£55**

Back issues

Issues 1-27 **SOLD OUT!**



Keep your N64 Magazine collection complete by ordering your back issues here.



ISSUE 28

The Duke Nukem Edition

We were the first magazine in the world to review *Duke Nukem: Zero Hour*. Also inside were the first EVER pics of *Resident Evil*, *Star Wars Episode 1: Racer* and *Command and Conquer*.

● And if all that wasn't enough, we gave away another games rack FREE! Remember, you can't buy these in the shops.



ISSUE 29

The Star Wars Edition

We had the first play of *Star Wars Episode 1: Racer* plus new pics of Rare's blockbuster *Jet Force Gemini*. We also tipped *Duke Nukem: Zero Hour*, *Monaco Grand Prix* and *Castlevania*.

● The Double DGG+ provided a complete walkthrough for *Turok 2* and extensive tips on multiplayer smash *Mario Party*.



ISSUE 30

The Perfect Dark Edition

It's going to be bigger than *GoldenEye* and we had 60 new pics and an exclusive Q&A with Rare. Plus latest news and shots on *Resident Evil 2*, *Jet Force Gemini*, *Donkey Kong 64* and *Quake II* and a huge review of the fabulous *Star Wars Episode 1: Racer*.

● Issue 30 also came with an exclusive N64 keyring. Don't miss out!



ISSUE 31

The Premier Manager Edition

An exclusive review of the N64's first football management sim, plus details of two new *South Park* games, and four pages of new *Perfect Dark* shots. Latest news on *Armored Core* plus six pages of tips for *Episode 1*.

● The DGG+ had a complete playing guide for *Castlevania* and tips for *Premier Manager 64*.



ISSUE 32

The Shadowman Edition

The first ever review of this grisly action adventure, plus reviews of *WWF Attitude: World Driver* and *Quake II*. We also took a closer look at forthcoming scare 'em up *Resident Evil 2*. Don't miss it!

● The DGG+ had level-by-level tips for *Star Wars Episode 1: Racer* and a complete walkthrough for *Quake II*.



ISSUE 33

The Hybrid Heaven Edition

A world exclusive review of *Hybrid Heaven*, plus 71 new shots of multiplayer game test *Turok: Rage Wars*. Where to find *Shadowman*'s first 24 *Dark Souls*, a multiplayer *Quake II* guide and every finishing move from *WWF Attitude*.

● In the DGG+, tips for every *Episode 1: Racer* track and a complete *Quake II* walkthrough.

Back issues (subject to availability) are available for the bargain price of £3.50 by filling in the back issues section of the coupon below.
by phone on 01458 374132, online at www.club64.com or by email at club64@club64.com



SUBSCRIPTION ORDER

Personal details

Title _____ Initials _____ Surname _____

Address _____

Postcode _____ Country _____

Tel no.(inc.STD) _____

Your subscription will start with the next available issue. European subscribers, quote your EC VAT reg no _____

Please start/extend my subscription at the rate ticked below

- By Direct Debit ● 12 issues for the price of 8 ■ UK only £24 Fill in this coupon to the right.
- By cheque or credit card ● 12 issues
- UK £29 ■ Europe (inc. Euro & N.America) £37* ■ Rest of world £55* *Overseas prices quoted in US dollars only.

UK readers return this coupon by freepost to: N64 Magazine, Future Publishing, FREEPOST BS4900, Somerton, Somerset, TA11 6BR.

Overseas readers return (postage payable) to: N64 Magazine, Future Publishing, Cary Court, Somerton, Somerset, TA11 6TB. UK.

Please choose your method of payment

1. Direct Debit. (UK only). The full amount of your subscription will be deducted in advance and in one lump sum
2. Cheque (payable to Future Publishing Ltd. Sterling cheques drawn on a UK account.)
3. Visa Expires _____
4. Mastercard Expires _____
5. Switch Issue No. _____ Valid Date _____

Card no _____

Signature _____ Date _____

Please tick this box if you would prefer not to receive information on special promotions

Offer ends 2.11.99

Order Code NSFP34

(Please enclose a separate payment for back issues)

Please can I have issue(s): _____ as shown on the page above

Total amount enclosed _____ * see below

* Overseas orders: Europe add £1 and ROW add £2 for delivery

Instruction to your Bank or Building Society to pay Direct Debits.



Future Publishing Ltd
Cary Court, Somerton,
Somerset, TA11 6BR

Originator's Identification Number

930763

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager _____ Bank/Building Society

Address _____
Postcode _____

2. Name(s) of account holder(s) _____

3. Branch sort code (from the top right hand corner of your cheque) _____

4. Bank or Building Society account number _____

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s) _____ Date _____

Ref No (Office use only) _____

Banks and Building Societies may not accept Direct Debit instructions for some types of account.

You may photocopy this blank form and then complete it.
You cannot fax or email direct debit forms





Is Shadowman for real?

It's got Bible-bashing killers, prison riots and dead canaries with notes stuffed inside. We went to an ex-FBI agent and asked: Just how realistic *is* Shadowman?

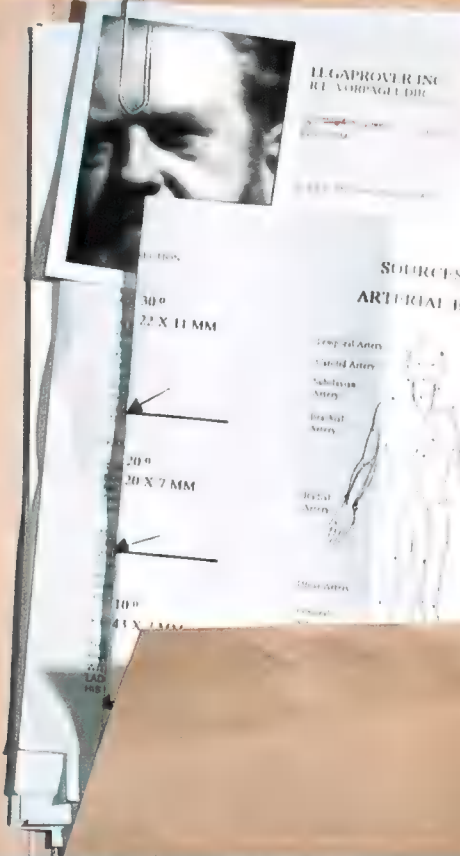
Is Shadowman for real?

By Mark (evil hands) Green

WHO IS RUSSELL VORPAGEL?

Our criminal expert is Russell Vorpapel, a man who's had over 50 years experience working with serial killers. He joined the world-renowned FBI following a stint at the Milwaukee Police Department, and soon became a specialist in profiling (drawing up character descriptions of suspected murderers). He also spent 15 years as a Columbo-style private investigator.

We were so impressed with Mr Vorpapel's credentials – which you can read all about in his book, "Profiles in Murder: An FBI Legend Dissects Killers and their Crimes." (Perseus Press, ISBN: 0306459809) – that we dragged him all the way from California to offer his views on Acclaim's *Shadowman*. First, we asked him to profile the characteristics of the game's five serial killers, based on their crimes (Russell had to be a bit creative because the game offers relatively little info on the criminals). Then, we sat him down with the game itself, and asked him to compare happenings in *Shadowman* with his own experience. Read on for the results...





Shadowman

The Lizard King (Dr Victor Batrachian)



The Facts:

- Tricked five wealthy widows into handing over their fortunes, before murdering them in hospital. Sent a handwritten letter to the Dallas Morning News, signed 'Lizard King'.
- Murdered 13 between January 1996 and July 1997.
- Blew apart the heads of his victims, and branded a lizard-like symbol onto their chests.



Russell's verdict

- **Classical anti-social. Deep down, he hates people.**

Upon meeting Shadowman, The Lizard King says, "Do you know who I am? Do you?! You ant! You piece of excrement! You nothing!" That's anti-social, we reckon.

- **Brighter than the other four. Suffers from the Nietzsche Superman complex – thinks he can do whatever he wants.**

Bright enough to override a prison's security systems and mastermind a

riot – *and* correct Mike LeRoi's grammar ("You're mixing metaphors now.")

- **Works some sort of white collar job in investing, which gives him access to wealthy widows.**

Victor does have a white collar occupation – he's a doctor – which puts him in contact with those unlucky ladies and their bulging wallets.

- **Smooth, clever and fits easily into society.**

Clever enough to graduate from Cambridge University with a PhD, and fool umpteen patients with his loveable bedside manner.

- **Sends corsages, containing non-traceable poison, to the wealthy widows.**

The good doctor's method: Lethal injections, then attribute the deaths to 'natural causes'. Sneaky.

Score: 4/5

Is he realistic?

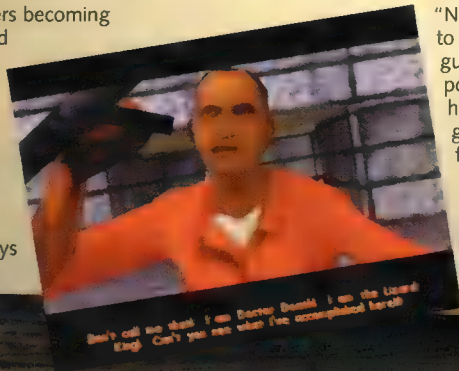
- Witnessing The Lizard King's odd mixture of sickening politeness and out-of-control rage brought back memories for Russell.

"I'm used to serial killers becoming suddenly frustrated and annoyed," he says. "They're nice at first – because they're trying to con you – but when they don't get the response they want, they revert to hollering. Take Ed Kemper, one of the guys

I interviewed. I ran out of tape during my questioning, so I told him I had to leave. He started screaming, "No! I don't want you to leave!" – and this guy's 6'9" and 300 pounds! In the end he ordered the guards to go and fetch me some more tape."

- While banged up, Dr Batrachian

made himself a bit of money from his 'Schismata' paintings. According to Russell, it's not uncommon for killers to turn professional artist. "My own son-in-law was in and out of prison all his life," he recalls. "He spent his time in jail creating some beautiful, prize-winning paintings, and he's been commissioned to paint murals on the walls of buildings, recreation halls and other prisons. I bought a small Indian bag he'd made for around \$250, and was recently told by a friend that it's worth thousands of dollars! Still, I had to have him put away for good when he tried to shoot my daughter."



The Repo Man

Marco Cruz



The Facts:

- Ten people kidnapped then murdered between February and November 1996, in and around Death Valley and the Mojave Desert.
- Victims were mostly couples.
- Lightning Bolt symbol found scrawled in dust near each victim.



Russell's verdict

● Displays delusions of grandeur, believes himself to be of great intellect, importance and power.

Wrong. Although the words 'Lover Boy', tattooed on Marco's knuckles, suggest he believes himself to be of great importance to 'the ladies'.

● Fits into society perfectly. Gets along with friends, neighbours and colleagues without problems.

Fits into society real nice – worked as a repo man, a DJ and a car shop owner for years, without arousing suspicion.

● Has one single mission in life – to right some great wrong that he sees in the world.

Close – Marco's mission, in common with the other serial killers, is to bring about the apocalypse. Ambitious.

● This killer does not suffer from hallucinations – he knows exactly what he's doing at all times.

He creatively uses Bible prose, and covers up evidence of his crimes to avoid conviction. This man is frighteningly aware of his actions.

Score: 2.5 / 4

Is he realistic?

● "Marco Cruz isn't the first killer I've heard quoting from the Bible," says Russell. "One famous example, Herbie Mullin, believed the book of Jonah had told him to commit serious crimes. These people are what we call paranoiacs – they have a single, well-integrated delusion, namely that the Bible is talking to them. One guy I interviewed had received a message from the Lord, who'd told him that if he didn't start killing, He would wipe out the entire west coast of

America with earthquakes and tidal waves. When I asked if this was truly his motive, he looked at me, grinned and said, 'Well, you haven't had any tidal waves or earthquakes, have you?'

● Can criminals really take control of a high-security prison? "They sure can," exclaims Russell,

"Imprisoned killers have contacts inside and outside jail. In Houston, Texas, some inmates made connections with people in the metal works, who then started to manufacture guns and weapons for them. They also managed to construct a huge

metallic tank with legs – the prisoners were able to hide inside and stroll out of the gate, shooting everybody they could."



The Video Nasty Killer

Milton T. Pike



The Facts:

- Apparently a member of the 'Knights of the American Heartland' Group.
- Murdered a hiker and two sheriff's deputies in Cypress National Preserve.
- Nine women murdered between December 1995 to September 1996, bodies disposed of in random locations.
- Videotapes sent to State Police, showing hunting down and subsequent slaughter of six of the nine victims.



Russell's verdict

● He is a survivalist – believes in using guile and brute force to counter threats.

Spot on. The American Knights of the Cross focused on survivalism, and Milton proclaims to Mike, "You gonna find out what survival is all about, boy!"

● Feels maligned after being kicked out of the American Heartland organisation for being too hostile.

Nearly. Milton was booted out of both the Vietnam Forces and the militia for being 'slightly too violent' – i.e.

killing 18 of his colleagues with rocket-powered grenades.

● After his expulsion, he decides to take the saving of the world into his own hands.

Not quite. Milton was taking things into his own hands, but – along with the rest of The Five – was keen on destroying the world.

● Tapes videos for his own engrandization. Feels that he is a

hero, and deserved accolades for his actions.

Milton headed up his own breakaway survivalist group, and seems obsessed with bringing about a heroic "re-run of the 'Nam'".

● A paranoid schizophrenic, with delusions of grandeur.

This one's a bit full of himself. "I'm the only power around these parts," he asserts to Shadowman. "I can call you anything I choose, boy."

Score: 4 / 5

Is he realistic?

● Mr Pike doesn't seem the brightest of people – is this normal? "Not at all," says Russell. "We've found that the majority of our anti-social personalities have IQs of geniuses. Ed Kemper, the screaming guy I mentioned earlier, was up in the 140s – the average is 100. These people are bright, they're intelligent, and that's

why it's so difficult to catch them in the beginning. They're very, very manipulative, can fit into society, and cover up their actions with consummate ease."

● Russ smiled as he saw Milton pointing The World's Biggest

Gun at Shadowman. "We have found that a lot of our individuals are very, very interested in the power – real or imaginary – that a gun gives them. In fact, gun-based killers are easy to track down – if we were tracking down a gunman like Milton, we'd check for weapons sold in the area, and compare bullets used in the killings against expended cartridges lying on the ground at his survivalist club."



The Home Improvement Killer

Avery Marx



The Facts:

- Twelve people (both sexes) killed over two years, in and around the New York area.
- Skull of dead canary left near each victim.
- Rolled-up notebook paper hidden inside canary. Poem written on paper, and an arcane symbol (in the shape of a hammer) drawn underneath.

Russell's verdict

● All the deceased were members of a jury, who'd convicted him of previous criminal activities.

Hmmm. We can see where Russell's going with this (a jury has 12 members), but... well, he's wrong. Sorry, Russ.

● He became attached to religion and vows to return as the 'Dark Messiah' and kill everyone.

Legion's little band of serial killers – including Avery – were similar to a religious cult. Tenuous, though.

● The hammer is a symbol of strength, power and ability – he wants to hammer people into line.

Avery's desire to help Legion rule the Earth means he'd love to see the entire world's population brought 'into line'.

● Paranoid schizophrenic – suspicious of other people, and cannot recognise his negative feelings towards others.

"My mommy loves me!" screams Avery. His dependence on his mum (er, up until the point where he killed her) suggests a fear of other folk.

Score: 1.5/4

Is he realistic?

● The canary angle made Russell gasp. "You're gonna think I'm making this up," he exclaims, "but I had a case in Florida where a man was accused of using a bomb to kill himself and two pilots on a plane. Bizarrely, he left dead canaries on his desk before he died."

● "Serial killers do *not* live in disgusting, darkened conditions like Avery Marx," says Russell.

"That's a movie myth – Directors want their killers to look dirty and evil. These people are going to be young, the rich, the middle class, because they'd fit into the nice neighbourhoods and arouse no-one's suspicions. A killer like Marx would be easy to recognise – people would wonder what this disgusting guy was doing in that dingy little apartment of his."

● Do FBI guys *really* have to chase scarpering killers like Avery Marx? "Yes indeed," says Russell. "In the

FBI, you had to be able to run a certain distance in a certain amount of time. If you failed, you were forced to exercise until you improved. These days, you can't shoot a fleeing felon unless you can prove that's the only way you could apprehend them – so you *have* to run after them and tackle them to the ground."



Jack 2

Jack the Ripper



The Facts:

- Preys solely on women in the East End of London, striking late at night or in the early hours of the morning.
- Killed four women between August and September 1888 – two in one night.
- Draws symbols (staircase with eyes, dagger) in chalk on nearby walls.

Russell's verdict

● Probably in his middle or late teens – he's not a dirty old man.

Nope. Jack is at least 25, maybe 30, if you don't count the 100-odd years he's spent hanging around in the afterlife.

● He has not been involved in crime before.

Oooh, no. Jack 2 *is* Jack the Ripper, the self same chap who murdered at least five ladies back in the 1800s.

● He lives with his alcoholic mother and two sisters, who all beat him.

Being immortal, Jack's managed to outlive his mum by several generations. If he was living with his family, he'd be sharing the house with a bunch of – urgh! – skeletons.

● He kills in the early hours because the dark makes him feel safe.

The game intro shows Jack living in the sewers – he obviously feels at home in dirty, dimly-lit areas.

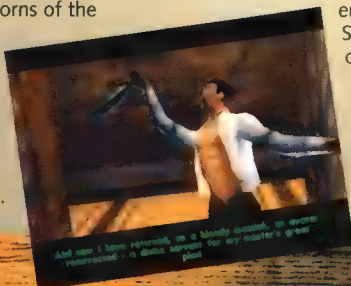
● He is a disorganised schizophrenic – he will speak oddly, and have disturbing behaviour and communication patterns.

Mr Ripper's over-the-top cockney accent is definitely odd, but otherwise his journal reveals him as the very essence of organisation.

Score: 1.5/5

Is he realistic?

● "Whoever wrote this game has got some pretty accurate ideas," admits Russell. "We often see symbols left near victims – such as the upturned cross, the horns of the devil, candles left nearby, and so on. The occult also plays a part – one killer in Los Angeles, who we called the Skidrow Slasher, would leave a pile of salt in the shoes of the victim."



We found out when we caught him that the salt was put there in order to capture those victim's souls, so they could be enslaved in the afterlife." Spookily, that's the precise motive of *Shadowman's* killers.

● Would a private investigator like Russell have noticed the link between Jack 2's activities and those of the original Jack the Ripper, as the author of

Nettie's profile book did? "You need to be careful making that kind of link," admits Russell. "We do see plenty of copycat killers, but I remember one copycat case, where the half-brother of the original killer was accused of the crimes. I went back through the evidence 11 years later, when he was coming up for trial, and discovered that blood on the victims didn't match that of the half-brother at all. He was innocent, but the police had jumped to a conclusion – just like the author of Nettie's book."



Is Shadowman for real?

Coming soon in...

N64 MAGAZINE

UNMISSABLE!

POKÉMON



Next month! Absolutely everything you ever needed to know about *Pokémon*! We won't scrimp and save on detail. We'll find every last monster, reveal the N64 tie-ins, unleash an army of brand new Pokémon, and offer you the chance to win every Pokétoy there's ever been. Oh, and there's something else extra special too. But, you'll just have to wait for that...

N64 MAGAZINE

THE UK'S BEST-SELLING INDEPENDENT

35

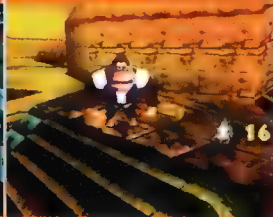


Even more pics!

**TUROK:
RAGE WARS**



**DONKEY
KONG 64**

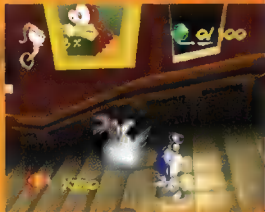


**RAINBOW
SIX**



Reviewed!

**EARTHWORM
JIM 3**



**ROADSTERS
TROPHY**



RAYMAN 2



**and a whole lot
more besides**

On sale

**Wednesday 3rd
November**

NINTENDO MAGAZINE

NEXT MONTH IN planet GAME BOY



**REVIEWED!
ASTERIODS
STRANDED KIDS**



**TIPPED!
POKÉMON**



- **First news on the latest N64 games**
- **Tons of new tips and cheats**
- **Every Japanese and US game reviewed**
- **New Skill Club 64**
- **Loads of prizes**
- **The ONLY reviews you can trust**

PLUS!

Absolutely Free!

Next month sees the first of our spectacular Christmas free gifts! And to start off, we've got one of the best giveaways we've ever had! Make sure you don't miss out!



All contents and gifts subject to change.

Wish you were here...

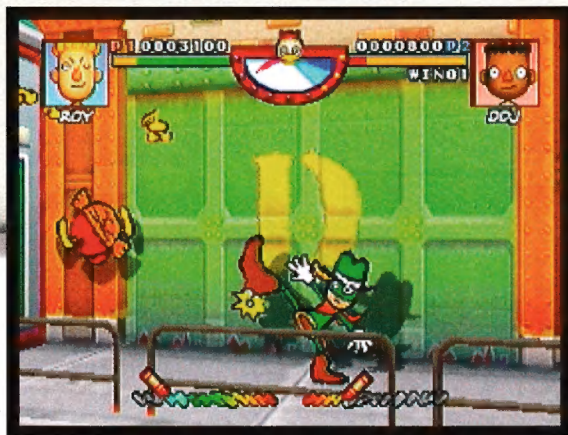
A personal journey into the world of exceptional N64 games that have passed without so much as a whimper. This month, the hilarious...



index to
N64
MAGAZINE
issue 34

Rakuga Kids

with Martin Kitts



I really don't know why people keep complaining about the state of the N64 beat-'em-up market. So what if we don't have a *Tekken* or any of the other deadpan, multi-sequelled battle epics – serious fighting games are seriously dull. Give me a fat green bear with a gun turret on its head any day.

Rakuga Kids was the perfect antidote to all those games where martial arts tournaments are contested by kung fu schoolgirls in order to save the family rainforest or whatever. Instead of a line up of beautifully rendered, utterly unimaginative, perfect physical specimens copied from *Street Fighter*

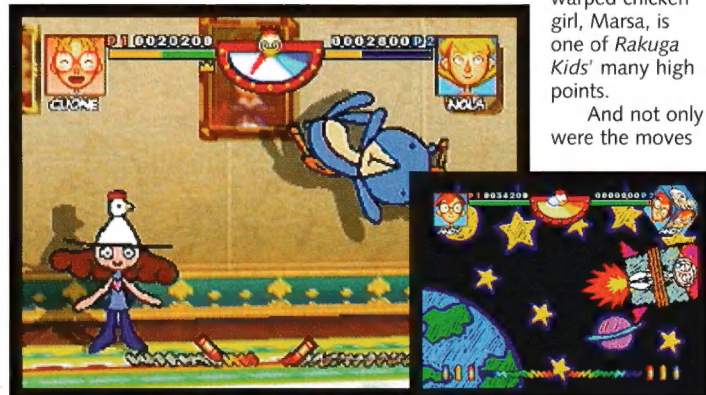
2, *Rakuga Kids* had the finest set of cartoon weirdos you're ever likely to see.

From heroic Captain Catkit, the funky feline who batters his opponents with an entire brass band, to the pizza-delivering, buttock-flashing caped villain, Mamezo, the cast of characters was designed with the kind of attention to oddness that only the most warped Japanese developers ever manage to get right. The sight of the good Captain sprouting an afro and shaking a pair of maracas, shortly before being planted in a bucket of manure by the warped chicken girl, Marsa, is one of *Rakuga Kids*' many high points.

And not only were the moves



and characters simply fantastic, the game could hold its own against any of the N64's other beat-'em-ups. It used the tried and tested Capcom fighting system, so it couldn't really fail to be playable. The only thing it failed to do was sell very many copies, which is a shame because it's a game that deserves a wider audience. There must be quite a few lonely *Rakuga Kids* cartridges tucked away in the stock rooms and bargain bins of game shops around the country. If you're lucky enough to bump into one, just cast your mind to Beartank's snot bubbles (arguably the finest you'll see in any videogame) and Marsa's lethal tickle attack, and at least give it a playtest. It's guaranteed to make you smile a whole lot more than *Virtua Fighter* will.



An ear to the ground	26
Back Issues	123
<i>Bombberman 2</i> preview	25
Charts	28
Club 64	76
Contact	110
<i>Custom Robo</i> preview	19
Directory	112
Dr Kitts' Game Clinic	97
Game On	100
Hotline Tips	98
How to... play like Michael Owen in <i>World League Soccer 2000</i>	88
How to... triumph in <i>World Driver Championship</i>	82
<i>F-Cup Maniax</i> review	66
I'm the Best	102
<i>In-Fisherman Bass hunter</i> review	62
<i>Jet Force Gemini</i> review	50
<i>Kirby 64 Future Look</i>	8
<i>Knockout Kings 2000</i> preview	20
<i>Magical Tetris Challenge</i> review	64
<i>Mario Golf</i> review	58
<i>Mario Party 2</i> preview	23
<i>Mini Racers</i> preview	18
<i>Mother 3 Future Look</i>	6
<i>Neon Genesis Evangelion</i> review	68
New Goods	15
News	12
Next Month	128
<i>Ogre Battle 3</i> review	70
Planet Game Boy	35
Release List	29
Retroworld	16
Reviews intro	48
<i>Roadsters Trophy</i> preview	23
<i>Rocket: Robot on Wheels</i> preview	26
Skill Club 64	106
Spaceworld	
<i>Special Investigation</i>	44
Subscriptions	122
<i>Super Mario Adventure</i> Future Look	10
Tips Extra	92
Welcome to N64	4
<i>Winback</i> preview	22
Wish you were here...	3
<i>Worms Armageddon</i> preview	24
<i>Zelda Gaiden</i> Special Investigation	30

**This issue on sale
Thursday 7th October
Next issue on sale
Wednesday 3rd
November**

The buy of the season

91% "The best visuals and the best player intelligence of any football game."

64 Magazine

90% "The realism is set to break football game barriers."



Total N64 Magazine

Michael Owen's WLS 2000

WORLD LEAGUE SOCCER

With unsurpassed realism, silky smooth gameplay and exceptional graphics, Michael Owen's World League Soccer 2000 takes 3D football games to a new level of excellence.

Features

- Over 200 teams to choose from
- Over 20 special new move combinations
- Arcade quality graphics and exceptional player AI
- Motion-capture animation featuring Michael Owen
- Real-time commentary provided by Peter Brackley



Silicon Dreams



MICHAEL OWEN'S WORLD LEAGUE SOCCER 2000 © 1999 SILICON DREAMS STUDIO LTD. DEVELOPED BY SILICON DREAMS. N64 VERSION PUBLISHED EXCLUSIVELY BY THQ INC. THQ AND THE THQ LOGO ARE TRADEMARKS OF THQ INC. ALL RIGHTS RESERVED.
NINTENDO®, NINTENDO 64®, AND 64 ARE TRADEMARKS OF NINTENDO CO., LTD.

MAGAZINE
N64

34 NOVEMBER 1999

REVIEWS THIS ISSUE!

- JET FORCE GEMINI
- MARIO GOLF
- IN-FISHERMAN BASS HUNTER
- MAGICAL TETRIS CHALLENGE
- F-CUP MANIAX
- NEON GENESIS EVANGELION
- OGRE BATTLE 3

OTHER GREAT STUFF!

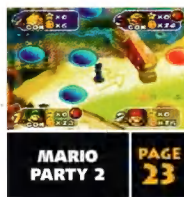
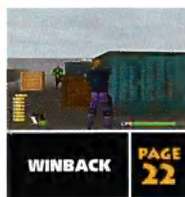
- ZELDA GAIDEN! FIRST EVER PLAY!
- THE LATEST GAMES FROM SPACEWORLD
- KIRBY 64 FUTURE LOOK
- MOTHER 3 FUTURE LOOK
- SUPER MARIO ADVENTURE FUTURE LOOK
- WORLD DRIVER CHAMPIONSHIP TIPS
- MICHAEL OWEN'S WORLD LEAGUE SOCCER GUIDE
- FIRST SHOTS! MARIO PARTY 2
- EVERY QUAKE II SECRET REVEALED
- IS SHADOWMAN FOR REAL?
- I'M THE BEST GAME ON SKILL CLUB 64

MAGAZINE
N64

Completely independent
Nintendo 64 advice

30 Monmouth Street, Bath, BA1 2BW

LOOK OUT!
Over **50**
pages of
brand
new **N64**
games!



OUT OF PRINT ARCHIVE.COM

WE ARE A SMALL GROUP OF PEOPLE DEDICATED TO PRESERVING A PART OF CLASSIC GAMING THAT SEEMS TO BE OVERLOOKED MOST OF THE TIME, NAMELY CLASSIC VIDEO GAME MAGAZINES. OUR GOAL IS TO PRESERVE THESE MAGAZINES BY DIGITIZING AND RESTORING THEM BEFORE THEY ARE LOST FOREVER. BESIDES LETTING PEOPLE ENJOY SELECT ARTICLES DIRECTLY ON THE SITE AND ON TWITTER, WE ALSO CREATE CBZ FILES, SUCH AS THE ONE YOU ARE LOOKING AT RIGHT NOW. THESE CBZ FILES FEATURE THE COMPLETE MAGAZINES FROM START TO FINISH. THIS GIVES US THE BENEFIT OF CREATING MUCH HIGHER RESOLUTION VERSIONS THAN WHAT IS FEASIBLE ON A WEBSITE. THIS WAY, ANYONE WHO IS BUT A MOUSE-CLICK AWAY WILL BE ABLE TO ENJOY THESE CLASSIC MAGAZINES ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH WERE RELEASED AT LEAST 10 YEARS PRIOR TO THIS WRITING, UNLESS PERMISSION HAS BEEN GRANTED BY THE PUBLISHER IN QUESTION TO DO OTHERWISE. REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEW MAGAZINES, WHICH MEANS WE WON'T BE SCANNING OR DISTRIBUTING THEM IN ANY SHAPE.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES IF THEY WISH TO DO SO. THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT TO DO IS HAVE ANY KIND OF NEGATIVE EFFECT ON THEM. WE SEEK OUT TO WORK WITH PUBLISHERS AND ARE ALWAYS LOOKING TO SEEK APPROVAL TO DIGITIZE, RESTORE AND RE-DISTRIBUTE THEIR WORKS IN WHATEVER WAY THEY SEE FIT. (PUBLICLY OR WITH SILENT APPROVAL)

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE DIGITAL MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER. WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY. THAT IS WHY THE 10 YEAR TIMELINE IS IN PLACE: TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING NEW MAGAZINES FOR MANY YEARS TO COME. WHILE AT THE SAME TIME ENJOY THEIR BACK CATALOGUE.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO THE CURRENT COPYRIGHT OWNERS AND EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, RESTORING, PRESERVING AND DISTRIBUTING OF THESE MAGAZINES.

ONE LAST THING:
IF YOU COME ACROSS ANYONE TRYING TO SELL ANY OF THESE DIGITAL MAGAZINES, OR PROFIT FROM THEM IN ANY WAY, SHAPE OR FORM, PLEASE DO NOT SUPPORT THEM!

THANK YOU!

THIS IS A PRELIMINARY VERSION OF THIS MAGAZINE, WHICH MEANS THIS IS AN ISSUE THAT IS NOT QUITE READY FOR FINAL RELEASE. THE REASONING BEHIND RELEASING THESE LIKE THIS, IS BECAUSE AT THE POINT OF THIS WRITING, I HAVE NEARLY 400 MAGAZINES IN VARIOUS STATES OF BEING SCANNED AND EDITED.

IN A BEST CASE SCENARIO, WHERE I WOULD RELEASE ONE ISSUE A WEEK, IT WOULD TAKE ME OVER 7 YEARS TO COMPLETE JUST THESE MAGAZINES. AND EVEN THAT TIME-TABLE IS JUST NOT FEASIBLE FOR ME WITH THE AMOUNT OF WORK THAT GOES INTO EACH ISSUE, AS WELL AS WORKING A FULL-TIME JOB. COUPLED WITH THE SERIOUS HEALTH ISSUES I HAVE HAD TO DEAL WITH OVER THE PAST COUPLE OF YEARS, I FEEL THAT NOW MORE-SO THAN EVER, TIME IS OF THE ESSENCE WHEN IT COMES TO MAKING SURE PEOPLE CAN ENJOY THEM.

A 100 PAGE MAGAZINE TAKES ON AVERAGE AROUND 40 HOURS TO COMPLETE. THE ISSUES IN THIS SECTION HAVE BEEN SCANNED, STRAIGHTENED, CROPPED, COLOUR CORRECTED AND HAVE RESCANS DONE WHERE NEEDED. SO THESE ALREADY HAVE AROUND 15 HOURS PUT INTO THEM, DEPENDING ON CONDITION AND PAGE COUNT.

THESE ISSUES DO NOT REPRESENT THE QUALITY OF THE ORIGINAL MAGAZINES AT THE TIME OF THEIR RELEASE, NOR DO THEY REPRESENT THE LEVEL OF QUALITY OF THE END PRODUCT, ONCE THEY HAVE GONE THROUGH THE FULL RESTORATION PROCESS. SO PLEASE KEEP THAT IN MIND.

I DECIDED TO RELEASE THEM IN THIS STATE, WHILE I CONTINUE WORKING ON THEM, SO THAT PEOPLE CAN ENJOY THEM AND USE THE INFORMATION STORED INSIDE THEM, AS I KEEP WORKING ON RESTORING THE PAGES TO THEIR FORMER GLORY AND TURN BACK THE HANDS OF TIME TO MAKE THEM LOOK BRAND NEW AGAIN.